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APRIL 2004 ISSUE #318
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Dragon® (USPS 318-790) is published monthly by Paizo Publishing, LLC, 3245 146th Place SE, Suite 110, Bellevue, WA 98007, United States of America. (ISSN# 1062-2101) Periodicals Postage Paid at Bellevue, WA, and at additional mailing offices.

POSTMASTER: SEND ADDRESS CHANGES TO Paizo Publishing, 3245 146th Place SE, Suite 110, Bellevue, WA 98007.
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BACK ISSUES: **www.paizo.com** or call 425-289-1340
SUBSCRIPTIONS CHANGE OF ADDRESS: Contact Paizo Publishing at **subscriptions@paizo.com** or call 425-289-0060. Although we accept subscriptions to prison addresses, delivery is subject to the discretion and/or whim of prison personnel. If you have not received a magazine or premium, please consult with your Mail Room authorities. This publisher is not responsible for non-delivery.

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Printed in the U.S.A.

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BEST UNICORN MOVIE EVER

Love it or hate it, you can't deny it: *The Last Unicorn* is the best unicorn movie ever made. Okay, so maybe you're remembering a few of its sappier moments and think that *Legend*, with the devil-horned Tim Curry, tops the Rankin and Bass cartoon. Yet at our last check, IMDB.com rated *The Last Unicorn* at .7 stars higher than *Legend*. Also, compare the most memorable quotes from the movies:

Legend

"What is light without dark?"

The Last Unicorn

"There are no happy endings–because nothing ends."

Both attempt to be profound, but only one hits the mark. Still not convinced? Compare them yourselves. *The Last Unicorn* DVD is on sale now.

NINJAI

Deceptively cute ninja children, flash animation, and more than a little gore come together in Atomfilm's online adventure series, "Ninjai, the Little Ninja," which follows the adventures of a stoic, sunhat-wearing, 10-year-old with anime-style ninja lethality. Ninjai travels through an ancient land, searching for his forgotten past and brutally slaying bandits, ne'er-do-wells, and other ninjas along the way. It's a compelling little story if you can stand the bloody spray. Check it out at www.ninjai.com.

VAN HELSING

If you aren't already drooling to see this film, you should check out the trailers online (www.vanhelsing.net). Sure, the premise is a little hokey, but who can resist a film featuring a leather-clad, gadget-toting Hugh Jackman fighting every famous Universal horror-film monster but the Mummy? It releases next month.

ART FOR DRAGON'S SAKE

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WYRM'S **TURN**

FROM THE EDITOR
ALL ABOARD THE CRAZY TRAIN

I won't take credit for this issue's theme–I can't. The forces that brought this issue to you in this form were set in motion long before I became editor-in-chief. Jesse Decker put "Ninjas and Dinosaurs" on the list of themes for *Dragon* in 2004 more than a year ago. He says that he put it there as a joke, knowing that other members of the *Dragon* staff or the folks at Wizards of the Coast would laugh it off and quash the idea. He was partially right: Everyone laughed.

Working on a monthly magazine is a funny thing. Events gather momentums of their own. A myriad of deadlines jostle one another, pressing their way into our tunnel-vision view. We're constantly trying to look two directions at once: months forward and at the days and hours remaining before the next due date. It's like driving a train full-steam on a track you're frantically laying down just a mile ahead.

When Chris Thomasson became engineer of the *Dragon* train, the ninjas-and-dinosaurs theme was finally visible around the bend. It wasn't a far-off hypothetical anymore but a piece of the track, already laid. As the magazine rolled inevitably onward, a strange kind of madness overtook him. He began talking seriously about adding another element to the April issue: pirates.

He had been quietly campaigning for it while Jesse was still in charge of *Dragon*. We thought it was a joke, and like the genesis of the April theme, it probably was. When Chris was editor of *Dungeon*, it was easy to mollify him by agreeing to his madcap plan. "Sure Chris, we'll put it on the list," we'd say. Yet when he joined the *Dragon* staff, the joke was on us.

A kind of delirium seemed to overtake Chris whenever he talked about this issue. There was a glow to his eyes, not unlike that which would appear in Jesse's when he first talked about the ninjas-and-dinosaurs theme. I tried to talk Chris down from the ledge–I told him that the ninjas-and-dinosaurs combo was enough wackiness for one issue–but it was hopeless. *Pirates of the Caribbean* didn't help.

When it was time for me to sit in the editor-in-chief chair, I looked at the issue schedule for 2004 and found "Ninjas, Pirates, and Dinosaurs" staring back at me. I checked the issue's folder and found the track already laid–articles in and authors at work.

Although I argued against it, I found myself thrilled to see pirates in the mix. Each part of the April theme might not have been strong enough to stand on its own, but together, the triune theme seemed greater than the sum of its parts.

It was then that I felt the madness overtake me. From a dark part of my brain (no doubt the same part that used to tempt me to chase pigeons and throw snowballs at cars) there came the inspiration to add another element to the April issue's theme: monkeys.

After all, pirates liked monkeys, and kung fu has monkey styles, which is kind of related to ninjas. Of course, dinosaurs are separated from monkeys by millions of years, but the same is true of pirates or ninjas. That's part of the theme's charm, right? People like pirates, ninjas, and dinosaurs, so why not monkeys?

As I sat there considering the idea, I'm sure the manic glow I saw in Chris's and Jesse's eyes was present in my countenance. I credit both of them for pulling me back from the edge and saving this issue from the straw that would have broken its back: Both Chris and Jesse, at separate times, asked me if I was going to add monkeys to this issue's theme. Their half-joking questions, and the mania still dimly glimmering in their eyes, was a lifeline.

Of course, I couldn't completely resist whatever curse or mad muse possesses the editors of this issue, and you'll find a monkey made its way inside, but hell, it is the April issue.

Matthew Sernett
Editor-in-Chief

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I CAN'T BELIEVE WE ARE ACTUALLY ON OUR WAY TO BATTLE A DRAGON! ARE YOU SURE WE ARE UP TO THE CHALLENGE, DOMATO?
I AM POSITIVE.
A LITTLE POSITIVE, OR BIG POSITIVE?
BIG POSITIVE.
BIG LIKE A 'GIANT SKUNK' POSITIVE? ... OR BIG LIKE A 'DRAGON' POSITIVE?
TONY MOSELEY © 2004
: sigh :

BY TONY MOSELEY

READERS TALK BACK
FLUFF, POOP, AND CASTLE GREYHAWK

WHO'S IN CHARGE HERE?

Oh Chris, say it isn't so! You can't leave as editor-in-chief now. I love reading "Wyrm's Turn" every month. Most people skip right to the articles, but not me. I always read "Scale Mail" and "Wyrm's Turn" first. The readers are the reason for the magazine, and the editor-in-chief determines the content, so what better place is there to start? I must say that (no offense to Jesse) you are the best! Your personality shines in each of your summaries of the issue, and it seems to me that every issue must be a bit like a child to you. Passionate people like you make articles a pleasure to read. While I'll be sad to see you go, I wish you the best in your future endeavors. Also, I'd like to put Matthew Sernett on notice: You have some big shoes to fill in my opinion. Don't worry Matt, I'm sure you're up to it. Finally, thanks to all *Dragon* staff for great articles, awe-inspiring artwork, and a terrific magazine!

Tyler Jones
Peoria, AZ

Wow. If I'd known leaving the magazines would have generated letters like this, I would have left every month . . . or something like that.

Thanks for the compliments, Tyler. I feel I'm passionate about all my work, whether on Dungeon, Dragon, or now as a D&D editor with Wizards of the Coast. As my coworkers can tell you, sometimes I'm too passionate (a.k.a. pigheaded). In any case, I'm still in the industry (up to my neck, as a matter of fact), and I plan on contributing to the magazines when time allows, and when they'll have me. And don't worry about Mr. Sernett. Despite the rumors, he's actually a good guy, and as passionate (in every sense of the word) as they come.

Chris Thomasson
Former Editor-in-Chief

Consider me on notice, Tyler, and I'm not worried . . . except about whatever it is that Chris means by that last sentence.

Matthew Sernett
Editor-in-Chief

POOP

Yeah, about the recent "Caption Contest:" Why was the runner up squirt-milk-out-your-nose funny, while the winner was something lame about leaving the oven on? Is it because it was a poop joke or because you didn't want to have a product's advertising slogan as the winner, regardless of how fitting it appeared? Just curious.

Scott McKendry
Address Withheld

That's an excellent question. The pat answer is that tastes vary, and we found the first-place entry funnier. Yet if you look behind the curtain as to why we found the first-place winner funnier, you'll get a slightly different answer.

In essence, a poop joke (and bodily humor in general) is just too easy. Sure farts, poop, and pee can be a laugh riot, but you can put that noxious cocktail into nearly any situation, and comedy results. Thus, we gave first place to the person who tried a little harder—and aimed above the belt.

Matthew Sernett

BLAST FROM THE PAST

I loved issue #315, pulling out and dusting off all those old campaign settings and such. I am a fairly new player and haven't been able to experience most of these games, but I will say my gaming crew and I, before I relocated, had our fun attacking the *Greyhawk Ruins.*

I remember there being a release of *Return to the Temple of Elemental Evil.* Is there a chance we'll see some other old adventures re-released with the 3.5 rules? I would love to get

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my hands on a version of the *Ruins* for version 3.5.

Jason Webb
Bloomington, CA

While we can't promise a revision of the Castle Greyhawk that appeared in the Greyhawk Ruins *adventure, Gary Gygax and Rob Kuntz are currently at work on a massive rendition of their original* Castle Greyhawk *adventure, upon which* Greyhawk Ruins *was based, for publication through a d20 publisher some time in the next couple of years.*

Readers eager to return to classic Greyhawk adventure locales need wait no longer than DUNGEON *#112, which will feature dungeon levels below Maure Castle, which first appeared in 1986's* Mordenkainen's Fantastic Adventure. *Not only will we be reproducing the original adventure and updating it to 3.5 as part of the 30th Anniversary of* DUNGEONS & DRAGONS, *but original author (and Greyhawk campaign "co-DM") Rob Kuntz has even agreed to present a heretofore "lost" level of the massive dungeon complex, which will appear for the very first time ever in that issue of* DUNGEON.

Erik Mona
Editor-in-Chief, *DUNGEON*

NECRONOMICON?

I received the *Draconomicon* for Christmas, and wow, what an amazing book! It was full of information that I can use in my games. The best part was that the entire first chapter was mainly "fluff!" I mean, I love new prestige classes, feats, and spells as much as the next guy, but why can't we see more stuff like the *Draconomicon* in D&D products these days? Nowadays, all you see in Wizards of the Coast products (and most other d20 stuff) is "crunch:" rules, feats, classes, and so on. The best part of the game is the realism, the feeling that you are actually in another world, and nothing can provide this feeling better than fluff. The *Draconomicon* was full of information about a dragon's aging patterns, fertility, egg incubation, descriptions of each type of dragon, and more! I mean, it explained in precise detail how a dragon's anatomy works, and it had a bunch of great quotes that gave nice in-character looks at dragons. I would love to see more content like the information in the *Draconomicon* in *DRAGON* magazine. It's stuff like that that makes a D&D campaign really believable and much more enjoyable to play.

Lucas Johnson
Address withheld

It's on its way, Lucas. There's a sweet spot on the fluff-to-crunch ratio, and you'll see DRAGON *hone in on that in this and future issues. As to creatures in particular, our "Ecology" articles are designed to provide the kind of material you saw in the* Draconomicon, *and more such articles will appear in issues to come.*

Also, look for similar releases from Wizards of the Coast. In October this year, they'll release Libris Mortis: The Book of Undead, *a book very similar to the* Draconomicon *but with a different focus, of course. We expect it to be damn cool.*

Matthew Sernett

FIGHTER 4/SILVER DRAGON 3

I read Chris Thomasson's "Wyrm's Turn," in issue #315, and it got me thinking about my favorite campaign setting: *COUNCIL OF WYRMS*. Don't get me wrong, my friends and I have been to Faerûn, and we even trekked through the phlogiston in SPELLJAMMER, but the Io's Blood Islands soon became our favorite.

The Io's Blood Island Chain from *COUNCIL OF WYRMS* was detailed enough to give my players a sense of history about the dragon race, yet it was vague enough for me to plant the seeds for adventures of my own that could give the islands a distinctive feel. We still enjoy retelling the tales of Karathoth the Topaz Wizard of Clan Seaspray, Dranth the Copper Priest of Clan Clawstrike, Alina the Emerald Psionicist of Clan Sharpwail, and Xy the Sapphire of Clan Warclaw. They and their NPC kindred learned the secrets of Oracle Island, used an artifact called the Sentinel to prevent a fire giant invasion, exposed the dracolich Infernis's secret command of Clan Blackmoon, and fought in a war against the red dragons of Clan Bloodtide to save the Council of Wyrms.

Of all the campaign worlds, the *COUNCIL OF WYRMS* was by the far the most fantastic. Where else do you get

Dark Sun Player's Handbook
by David Noonan
DARK SUN comes alive for 3.5 with the update to the setting provided by both *DRAGON* and *DUNGEON*. *DRAGON's* features include DARK SUN classes, races, equipment, and more!

The Erudite
by Bruce R. Cordell
Exclusive to *DRAGON*: The author of the *Expanded Psionics Handbook* presents a new 20-level psionic class.

Countdown to Eberron
by Mat Smith
The ultimate EBERRON countdown describes magic in the new campaign, including previews of spells, domains, the magewright NPC class, and the living spell template.

Greyhawk Regional Feats, Part 2
by Erik Mona
The editor of *DUNGEON* and the co-creator of the Living Greyhawk campaign provides us with more regional and racial feats for the GREYHAWK world.

I Scry
by Jonathan M. Richards and Matthew Sernett
There's more to divination than crystal balls and scrying pools. Use the items in this article to stay ahead of the enemy and at the top of your game.

NEW FICTION:
The Altar of Duzares
by Thomas Harlan
The final story in the "Chalice of Life" series—don't miss the incredible ending!

Plus, "DM's Toolbox," "Dungeoncraft," "Under Command," "Silicon Sorcery" "Sage Advice," and more!

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Dungeon
UNLOCK THE SECRETS OF THE Soul Pillars
Putting the Bold in Kobold!
FEATURING

AVAILABLE NOW!

DUNGEON provides the very best in official DUNGEONS & DRAGONS adventures every single month! This issue's offerings include:

Secrets of the Soul Pillars

By Jesse Decker

The Shackled City Adventure Path plotline marches on. At last, the action returns to the city of Cauldron, where the wicked Cagewrights hatch a deadly plan that could lead to the city's destruction! BONUS: Take a glimpse at the campaign's movers and shakers in our special "Faces of Cauldron" art feature.

A DUNGEONS & DRAGONS adventure for 12th-level characters.

The Devil Box

By Richard Pett

Friendly kobolds, a bizarre freakshow, and tiny devils conspire to bring havoc to the lives of your player characters. Can you rescue the Reptile Boy from bondage before a diabolical plot brings trouble to the citizens of a friendly village?

A DUNGEONS & DRAGONS adventure for 2nd-level characters.

POLYHEDRON # 168

DUNGEON's Polyhedron section presents the latest d20 System and RPGA Network news, including a massive 25-page gazetteer of GREYHAWK's city of Hardby and a look at FEAR, the Fascist Extreme Armed Revolution, a group of colorful terrorists for your d20 Modern campaign.

the opportunity to spread your wings, fly, and swoop down on your foes to rend them with claws and fangs? Ogres stealing your eggs or horde? Unleash devastating spells and breath weapons on 'em! Sure, the hibernating between age categories was a bit inconvenient, but the kindred were always around to take up the sword and shield of adventuring.

All in all, I think the *COUNCIL OF WYRMS* was the best campaign option to be developed, and kudos to Bill Slavicsek for his excellent work on the setting and rules. I liked them so much, I eventually used the idea of the Council as the basis for the dragon empire in my own campaign world. If ever Wizards of the Coast needs a setting to be updated, I hope they'll keep the *COUNCIL OF WYRMS* in mind.

Alfred Garcia
Orange, CA

If you're interested in playing dragon PCs in D&D 3.5, you need wait no longer than issue #320. The June issue of DRAGON *celebrates D&D's 30th Anniversary and* DRAGON*'s 28th with the theme of "Dragon Heroes." In addition to a fantastic visual retrospective of the last 30 years of the game, the issue will include an article detailing a level progression that allows you to play dragons at 1st level, no ECL required!*

Matthew Sernett

DRAGONMIRTH RETURNS

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CAPTION CONTEST WINNER

WINNER
"Let's call it a draw."
Congratulations Thomas Fon
Atascadero, CA

RUNNER-UP
"Man, when I get resurrected, I've got to take Great Cleave."
Mike Ratliff
Downers Grove, IL

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HERE IS THE TELEPORTATION PORTAL MENTIONED ON THE MAP. IT WILL TRANSPORT US TO A ROOM ADJACENT TO THE DRAGON'S LAIR!
WEAPONS READY, GUYS!
DINDIL, YOU GO FIRST... KEV, YOU GO SECOND. I WILL GO LAST.
WHY CAN'T I GO LAST?!! IS IT BECAUSE YOU THINK I WON'T FOLLOW YOU INTO THE PORTAL? HUH? IS THAT IT? YOU THINK I CHANGED MY MIND ABOUT FIGHTING THE DRAGON, DON'T YOU?!
AAAAAH!

BY TONY MOSELEY

WHAT'S IN A NAME?

CALL IT WHATEVER, BUT IT STILL SMELLS SWEET

by Gary Gygax

As a typically ambitious player, I did what all others of that ilk do: Everything I could do to gain advantage for my PCs and rise in level as rapidly as possible. That was a matter of honor, of course. Being the fellow who wrote the bloody game, I had better excel! So after starting play with Yrag (a fighter) I soon added other PCs and henchmen to broaden the scope of my possibilities, and to be able to handle encounters of difficult sorts when I was playing one-on-one with the DM. Thus came into being Mordenkainen the magic-user, then Felnorith the fighter as Yrag's sidekick. Next were the elven twins Vram and Vin, fighter/magic-users to accompany Mordenkainen. At that point I knew my principal DM, Rob Kuntz, was getting a little annoyed with me. I played henchmen alone, often as characters, so as to build their abilities more quickly. Those characters came together in greater numbers when some deadlier challenge was discovered. As more and more of those came, I decided to add yet more characters to my roster. The first was a 3rd-level magic-user encountered in the dungeons. Charming him successfully, I asked his name. "Call me Bigby," came the reply. At the time I thought nothing of it. . . .

Ah, the singular sinister mind of the DM concerned! Soon, I was to suffer outrageous slings and arrows. In recruiting a dwarf, I discovered that only one named Zigby answered my broadcast messages.

The next henchman-cum-occasional PC sought was a cleric. When that succeeded, my insidious DM informed me that a certain Rigby was the cleric answering the call.

Not many adventures later, when Mordenkainen and company discovered a likely NPC warrior willing to join our ranks, it was not really surprising that his name was Sigby Grigbison. . . .

When Bigby the mage was of sufficient level to warrant an apprentice, he sought and found none other than Nigby to fill that role.

As Bigby had progressed into a full-fledged PC of mine, Mordenkainen then needed an apprentice, and who should he find but one Digby for an understudy.

I must admit the names were truly annoying to me—quite un-heroic, generally unsuitable—but what could I do? The grand plan demanded many characters, so I bit my tongue and played as if I were pleased with the names pinned on the characters by a vengeful DM. Turning the tables thus was fun, as the oddly named PCs went on to achieve some degree of success and the renown that went with it.

Making much of the "suffering," while enjoying the benefits of excellent PCs, was satisfying, but it wasn't really enough. Near the conclusion of the time when the Circle of Eight was active, I informed DM Rob Kuntz that Mordenkainen was seeking three low-level magic-users to add to his staff. After expending sufficient gold in advertising, Rob informed me that three prospects had come forth. Without blinking an eye I said, "Excellent! Hughie, Dewey, and Louie are hired." The look on Rob's face was most satisfying, as was his not suggesting they be named with a "-by" suffix appellation.

Moral: A little of the unpalatable can actually be used to create something satisfying. Only lemons make for good lemonade. D

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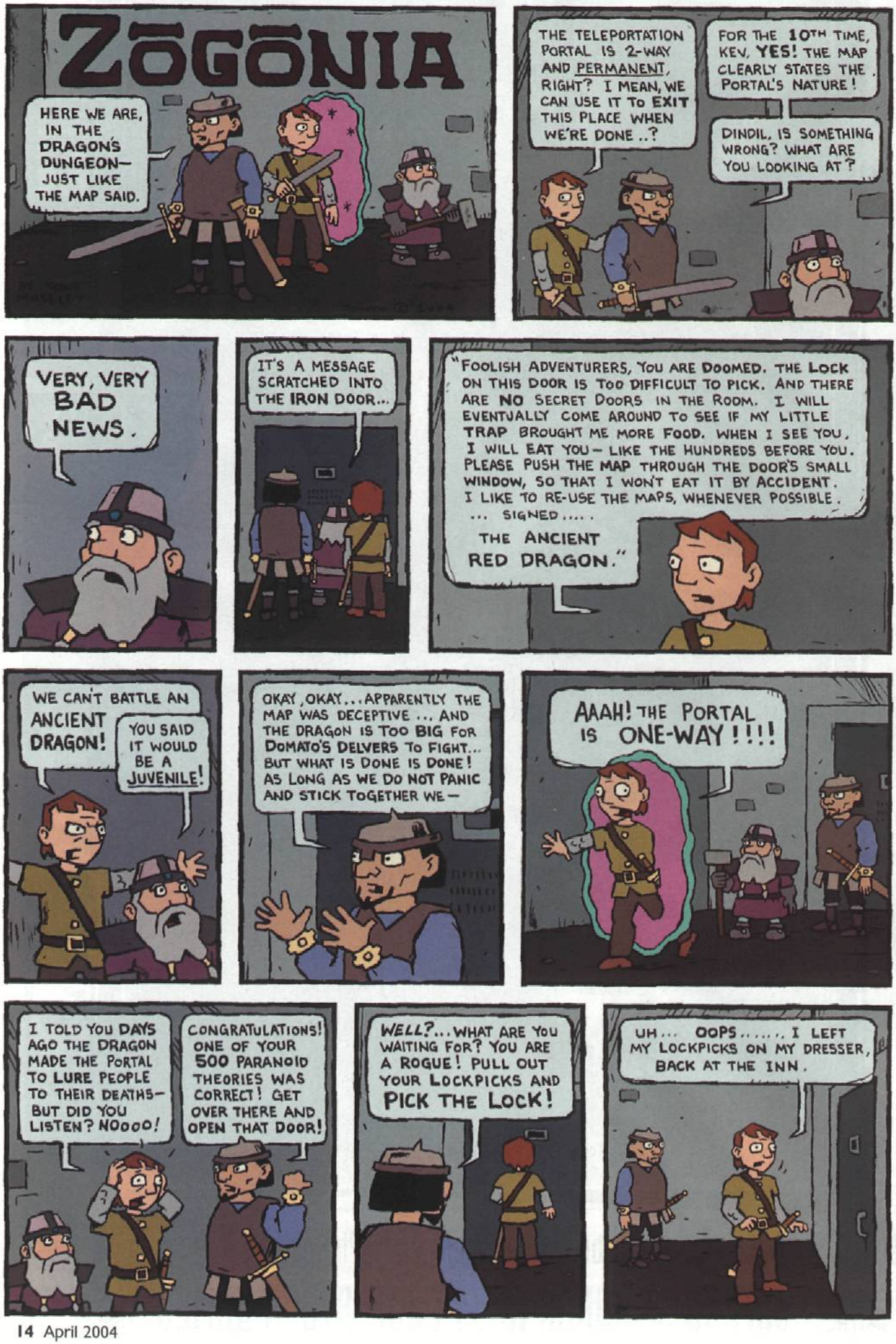
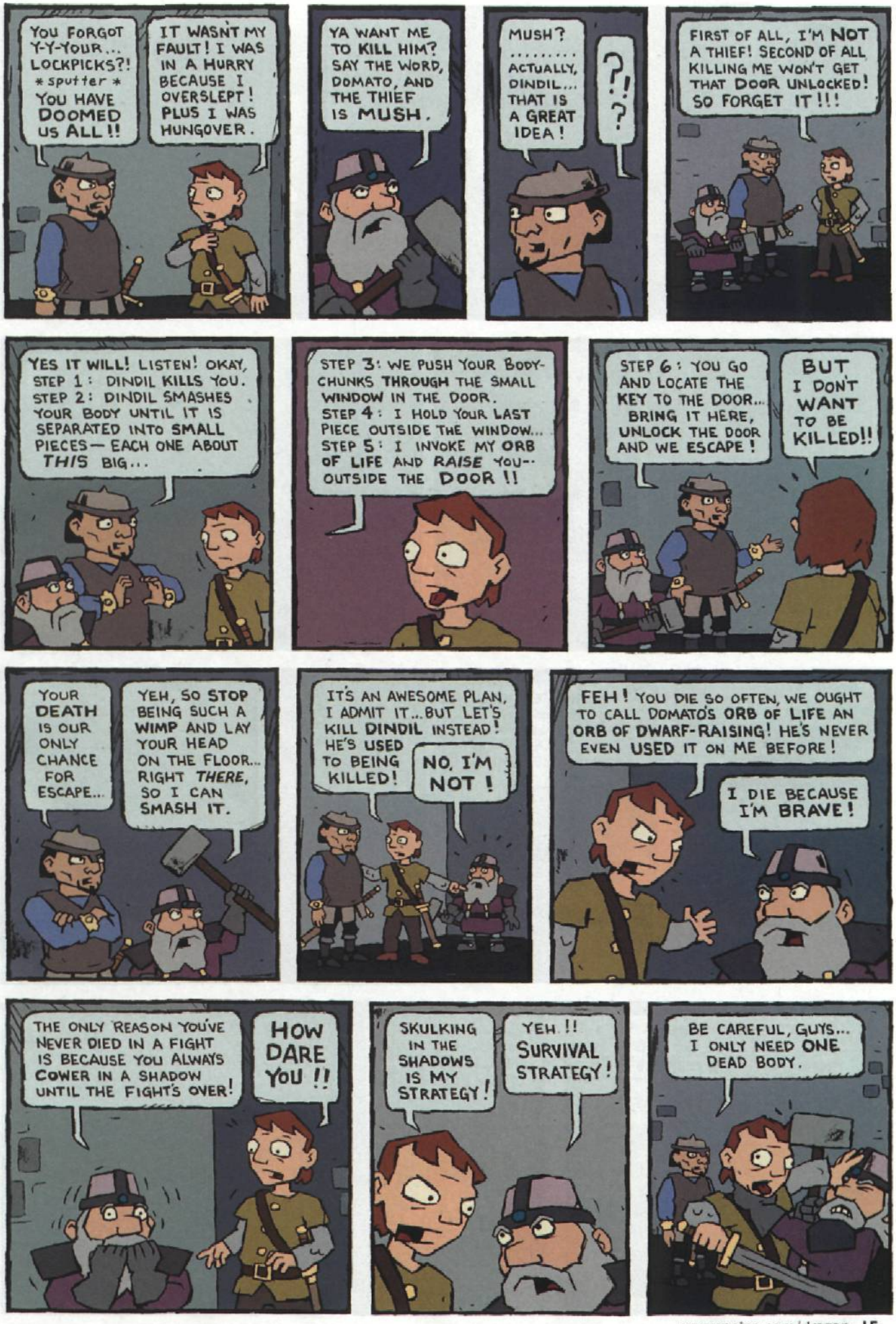

ZŌGŌNIA
HERE WE ARE, IN THE DRAGON'S DUNGEON— JUST LIKE THE MAP SAID.
THE TELEPORTATION PORTAL IS 2-WAY AND PERMANENT, RIGHT? I MEAN, WE CAN USE IT TO EXIT THIS PLACE WHEN WE'RE DONE..?
FOR THE 10TH TIME, KEV, YES! THE MAP CLEARLY STATES THE PORTAL'S NATURE!
DINDIL, IS SOMETHING WRONG? WHAT ARE YOU LOOKING AT?
VERY, VERY BAD NEWS.
IT'S A MESSAGE SCRATCHED INTO THE IRON DOOR...
"FOOLISH ADVENTURERS, YOU ARE DOOMED. THE LOCK ON THIS DOOR IS TOO DIFFICULT TO PICK. AND THERE ARE NO SECRET DOORS IN THE ROOM. I WILL EVENTUALLY COME AROUND TO SEE IF MY LITTLE TRAP BROUGHT ME MORE FOOD. WHEN I SEE YOU, I WILL EAT YOU— LIKE THE HUNDREDS BEFORE YOU. PLEASE PUSH THE MAP THROUGH THE DOOR'S SMALL WINDOW, SO THAT I WON'T EAT IT BY ACCIDENT. I LIKE TO RE-USE THE MAPS, WHENEVER POSSIBLE. ... SIGNED..... THE ANCIENT RED DRAGON."
WE CAN'T BATTLE AN ANCIENT DRAGON!
YOU SAID IT WOULD BE A JUVENILE!
OKAY, OKAY... APPARENTLY THE MAP WAS DECEPTIVE ... AND THE DRAGON IS TOO BIG FOR DOMATO'S DELVERS TO FIGHT... BUT WHAT IS DONE IS DONE! AS LONG AS WE DO NOT PANIC AND STICK TOGETHER WE—
AAAH! THE PORTAL IS ONE-WAY!!!!
I TOLD YOU DAYS AGO THE DRAGON MADE THE PORTAL TO LURE PEOPLE TO THEIR DEATHS— BUT DID YOU LISTEN? NOooo!
CONGRATULATIONS! ONE OF YOUR 500 PARANOID THEORIES WAS CORRECT! GET OVER THERE AND OPEN THAT DOOR!
WELL?... WHAT ARE YOU WAITING FOR? YOU ARE A ROGUE! PULL OUT YOUR LOCKPICKS AND PICK THE LOCK!
UH... OOPS..... I LEFT MY LOCKPICKS ON MY DRESSER, BACK AT THE INN.


YOU FORGOT Y-Y-YOUR... LOCKPICKS?! *sputter* YOU HAVE DOOMED US ALL!!
IT WASN'T MY FAULT! I WAS IN A HURRY BECAUSE I OVERSLEPT! PLUS I WAS HUNGOVER.
YA WANT ME TO KILL HIM? SAY THE WORD, DOMATO, AND THE THIEF IS MUSH.
MUSH? ..... ACTUALLY, DINDIL... THAT IS A GREAT IDEA!
?!?
FIRST OF ALL, I'M NOT A THIEF! SECOND OF ALL, KILLING ME WON'T GET THAT DOOR UNLOCKED! SO FORGET IT!!!
YES IT WILL! LISTEN! OKAY, STEP 1: DINDIL KILLS YOU. STEP 2: DINDIL SMASHES YOUR BODY UNTIL IT IS SEPARATED INTO SMALL PIECES— EACH ONE ABOUT THIS BIG...
STEP 3: WE PUSH YOUR BODY-CHUNKS THROUGH THE SMALL WINDOW IN THE DOOR. STEP 4: I HOLD YOUR LAST PIECE OUTSIDE THE WINDOW... STEP 5: I INVOKE MY ORB OF LIFE AND RAISE YOU-- OUTSIDE THE DOOR!!
STEP 6: YOU GO AND LOCATE THE KEY TO THE DOOR... BRING IT HERE, UNLOCK THE DOOR AND WE ESCAPE!
BUT I DON'T WANT TO BE KILLED!!
YOUR DEATH IS OUR ONLY CHANCE FOR ESCAPE...
YEH, SO STOP BEING SUCH A WIMP AND LAY YOUR HEAD ON THE FLOOR... RIGHT THERE, SO I CAN SMASH IT.
IT'S AN AWESOME PLAN, I ADMIT IT...BUT LET'S KILL DINDIL INSTEAD! HE'S USED TO BEING KILLED!
NO, I'M NOT!
FEH! YOU DIE SO OFTEN, WE OUGHT TO CALL DOMATO'S ORB OF LIFE AN ORB OF DWARF-RAISING! HE'S NEVER EVEN USED IT ON ME BEFORE!
I DIE BECAUSE I'M BRAVE!
THE ONLY REASON YOU'VE NEVER DIED IN A FIGHT IS BECAUSE YOU ALWAYS COWER IN A SHADOW UNTIL THE FIGHT'S OVER!
HOW DARE YOU!!
SKULKING IN THE SHADOWS IS MY STRATEGY!
YEH!! SURVIVAL STRATEGY!
BE CAREFUL, GUYS... I ONLY NEED ONE DEAD BODY.

AIIIH!
THOK!
WUMPP!
PPP!
flip!
RRRRRR!
!!!
HIDING BEHIND THAT GLIMMERY THING AIN'T GONNA DO NO GOOD!
CRUD. WHERE'D YOU GO....?
UH-OH. HE PICKED UP HIS SWORD! I BETTER GET MY BACK TO A WALL UNTIL I SPOT HIM.
AA-*!
STOP IT, KEV! DINDIL IS DEAD ALREADY! DO NOT MUTILATE HIS CORPSE!!
MUTILATE?!
HAK
WE NEED TO FIT HIM THROUGH THE LITTLE WINDOW! REMEMBER? I'M SAD THAT YOU'RE MAKING ME DO THIS!!
OH.... ALRIGHT THEN.
TAKE THAT! AND THAT! AND THAT!
HAK HAK

LATER..
HAVE YOU FINISHED ...UM.... CHUNKING HIM UP?
JUST ABOUT... ONE OF MY BUTTONS CAME UNDONE SO... I....
huh?
WEIRD... THERE'S SOMETHING IN ONE OF MY INNER POCKETS ...AND I USUALLY HAVE NOTHING ....IN...
LOCKPICKS?
by Tony Mosley
HEY, DOMATO! GOOD NEWS! LOCKPICKS!
DO NOT KILL THE ROGUE. DO NOT KILL THE ROGUE. DO NOT KILL THE ROGUE.
whew.
click
GOOD WORK, KEV. I CAN RAISE DINDIL NOW. PUSH HIS REMAINS INTO A PILE.
EWW.
I BET YOU FIVE GOLD YOU DON'T KNOW WHERE ON HIS BODY THIS CHUNK GOES.
KEV!!! SHOW SOME RESPECT!
UH.... IT WAS A BIG TOE, RIGHT?
GALL BLADDER.
MMMMMM
WHAT DO YOU THINK, DINDIL? WHICH WAY IS THE DRAGON?
JUDGING BY THE WEAR ON THE STONE FLOOR...THAT WAY.
Whoosh
GUYS, WE DID IT! WE ESCAPED THE DRAGON'S TRAP! WE ARE THE BEST ADVENTURING TEAM EVER!!!
THIS ADVENTURE SUCKED!
MY HANDS ARE ON BACKWARDS!!
end

Nodwick

by Aaron Williams
www.nodwick.com

"The only two things a pirate will run for is money and public office." -Yosimite Sam

LOOK OUT! SHURIKEN!
AT LEAST NOW WE KNOW WHY RECENT PIRACY VICTIMS HAVE ALL SHOWN UP WITH LITTLE HOLES IN THEM...
THIS IS NO MERE PIRATE SHIP, WIZARD-SAN!
GESUNDHEIT.
FOR WE HAVE LEARNED NEW WAYS. WE ARE THE SHADOW THAT COMES IN THE NIGHT AND SAYS "ARRR!"
THEY'RE NINJA-PIRATES!
IT'S LIKE COMBINING LIQUOR AND BOOZE! IT'S AN UNBEATABLE COMBINATION!
AYE, AND WE'LL BE TAKIN' OVER THE WORLD FROM YE NOW...
WHAT ARE YOU STANDING AROUND FOR? SHOULDN'T YOU BE ATTACKING OR SOMETHING?
YOU DON'T UNDERSTAND! HE'S A NINJA AND A PIRATE!
THAT'S A LEVEL OF AWESOME YOU JUST CAN'T BEAT WITHOUT HIGH EXPLOSIVES, MAYBE.
AT LEAST WE CAN BE GLAD THEY'LL RESTRICT THEIR ACTIVITIES TO COASTLINES.
UH-OH. MAYBE NOT...
OKAY, WE'RE REALLY IMPRESSED NOW.
ALL-TERRAIN BE THE WAY TO GO, MATEY!
WE CAN'T FIGHT NINJAS, PIRATES AND DINOSAURS!
WE'LL JUST HAVE TO COME UP WITH SOMETHING BETTER...
A FEW DAYS LATER...
AVAST! YOU CANNOT DEFEAT OUR TITAN-MOUNTED SUBMARINE STAFFED BY CANNIBAL VIKINGS!
WE MIGHT WANT TO HURRY THIS ALONG. THE TROOPS HAVE RUN OUT OF SNACKS.

DORK TOWER
BY JOHN KOVALIC
"SO SHE'S CUTE, YOU SAY?"
"PLUS SHE'S GOT A CHARISMA OF EIGHTEEN."
"RIGHT. I MAKE MY MOVE."
"BARTLEBY SURESONG, BARD BY TRADE, PROCEEDS TO WOO FAIR LAORETHA! I BELIEVE I HAVE +5 FOR MY ROLL."
"WITH ALL MY SKILL I TURN ON THE CHARM, GAZING LONGINGLY INTO HER SWEET BROWN EYES, NEVER THUSLY HAVING SEEN SUCH WONDROUS FAIRNESS, AMAZING ALLURE AND BEWITCHING BEAUTY!"
"WITH SPRING IN THE AIR, I SING SONGS OF LOVE TO THIS LUSCIOUS LASS (WHOSE EXQUISITENESS STUNS ALL THAT GAZE ON HER), KNOWING THAT SOON, SHE AND I SHALL BE ENTWINED IN PASSIONATE ...UH...IN....UH..."
...UH...
GLARE
.....REMEMBER WHEN WE WONDERED IF IT'S A BAD IDEA TO HIT ON ANOTHER PLAYER CHARACTER IN A GAME YOUR WIFE OR GIRLFRIEND IS DM-ING...?
TRASH
KOVALIC

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The Ninja

Masters of the Silent Shadow

by Jesse Decker · illustrated by Todd Harris

The Swift Action

(Reprinted from the *Miniatures Handbook*, page 29)

A swift action consumes a very small amount of time but represents a larger expenditure of effort and energy than is the case with a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you may perform only a single swift action per turn, regardless of what other actions you take. You may take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve magic or the activation of magic items; many characters (especially those who don't use magic) will never have an opportunity to use swift actions.

Casting a quickened spell is a swift action. Casting *feather fall* is a swift action. (*Feather fall* is a unique spell, however, in that it can be cast even when it isn't your turn. This isn't generally true of swift actions, which are normally taken on your turn like other types of actions.) In addition, casting any spell with a casting time of 1 swift action is a swift action.

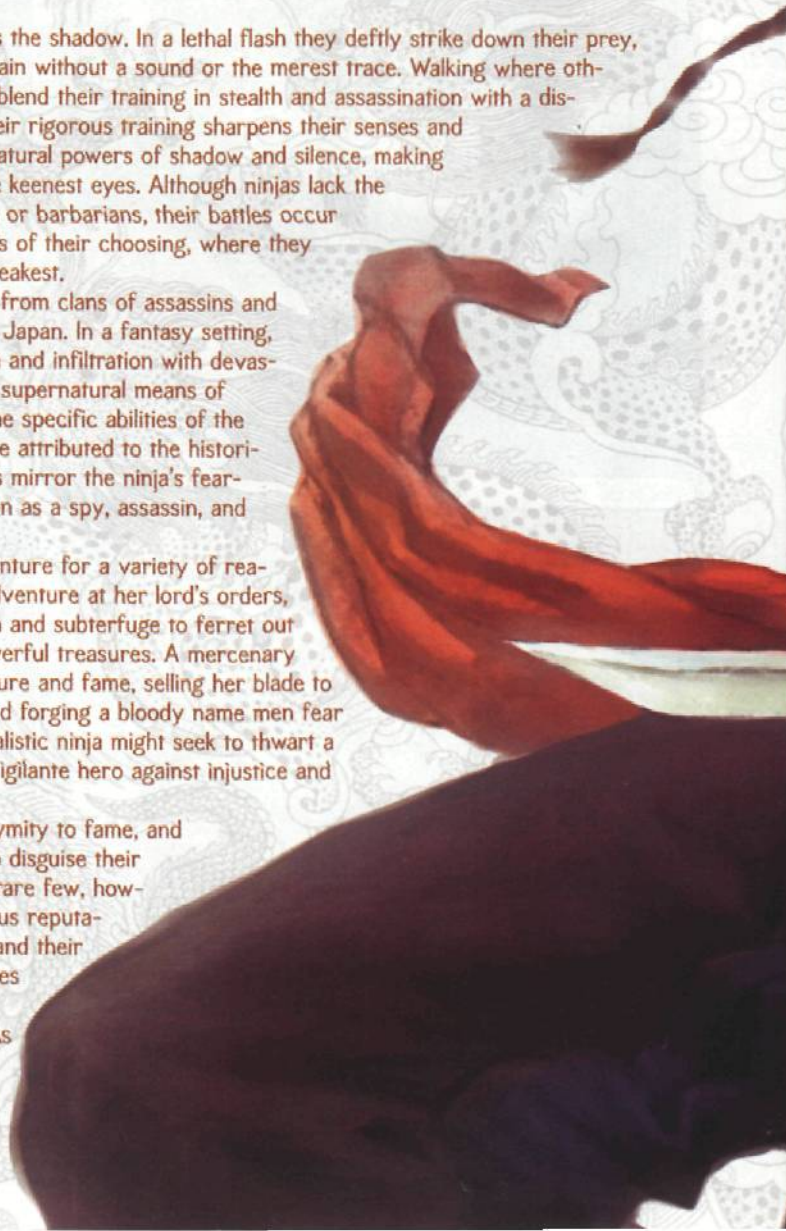
Casting a spell with a casting time of 1 swift action does not provoke an attack of opportunity.

The ninja's home is the shadow. In a lethal flash they deftly strike down their prey, only to vanish again without a sound or the merest trace. Walking where others cannot, they blend their training in stealth and assassination with a disciplined mind. Their rigorous training sharpens their senses and bodies, giving them supernatural powers of shadow and silence, making them phantoms to even the keenest eyes. Although ninjas lack the martial prowess of fighters or barbarians, their battles occur on the treacherous grounds of their choosing, where they appear when their foe is weakest.

Historically, ninjas came from clans of assassins and guerrilla warriors in feudal Japan. In a fantasy setting, they blend a gift for stealth and infiltration with devastating surprise attacks and supernatural means of avoiding blows. Although the specific abilities of the ninja class differ from those attributed to the historical ninja, the class's abilities mirror the ninja's fearsome and sinister reputation as a spy, assassin, and martial artist.

Adventures: Ninjas adventure for a variety of reasons. A loyal ninja might adventure at her lord's orders, using her abilities of stealth and subterfuge to ferret out enemies or to recover powerful treasures. A mercenary ninja might seek only treasure and fame, selling her blade to any who meet her price and forging a bloody name men fear to whisper. Or, a more idealistic ninja might seek to thwart a growing evil, becoming a vigilante hero against injustice and revealing hidden evils.

Most ninjas prefer anonymity to fame, and they go out of their way to disguise their profession and abilities. A rare few, however, revel in the mysterious reputation that surrounds ninjas and their training, making their abilities known and their role in an adventuring group clear. As ninjas grow in wealth and



power, their goals often change, and their ability to uncover secrets and kill stealthily can shape the plans of entire nations. Rulers both fear and covet the skills of the ninja, and high-level ninjas whose identities are known often find adventures coming to them rather than the reverse.

Characteristics: Highly skilled spies and assassins, ninjas master a broad range of skills and combat techniques. Nearly every ninja perfects the arts of moving quietly and remaining hidden, but their secondary skills are often what define their role. Many ninjas perfect skills that help them become better spies, mastering the arts of social interaction and disguise. Others take on cat-burglar-like roles, practicing those skills that help them find and bypass traps and locks. Some even focus on their martial skills to become the deadliest of killers, able to strike at seemingly any target from anywhere.

In combat, a ninja can deal devastating blows to an unsuspecting opponent, but she's not as adept as a rogue at delivering such attacks in a prolonged battle. Ninjas jump and climb farther and faster than members of other classes, and they are skilled acrobats. They also receive special training in the use of poisons, which they often employ in the midst of combat.

Even with these skills, a ninja's most dangerous and impressive powers involve the ability to step briefly into the Ethereal Plane. By focusing her *ki*, the ninja can vanish from sight, walk through nearly any barrier, and deal devastating attacks even while not physically present in a room. As a ninja advances in level, she can even turn this ability to defense, causing potentially crippling blows to pass harmlessly through her body.

Alignment: Although ninjas have a reputation as dangerous assassins and deceptive spies, they follow many different philosophies and ideals, allowing them to be of any alignment. For every dangerous mercenary who uses her ninja training to kill for money, an honest and loyal ninja stands guard over a just lord. Most ninjas follow their own beliefs first, rather than the dictates of a noble or magistrate, and therefore ninjas are more chaotic than lawful.

Religion: A ninja's religious beliefs follow those of her clan. Ninjas can follow any god, although most clans devote themselves to gods of stealth or trickery. Neutral or mercenary ninjas might devote themselves to Olidammara, while evil ninjas often revere Nerull or Erythnul.

Ninjas who have left or lost their clans follow any deity they care too, and they often choose not to worship a god.

Background: Many ninjas come from isolated clans that train in secret. They spend many years perfecting the arts of stealth and subterfuge in distant villages and hidden training camps. These warriors, whether in the service of an honorable lord or hired as mercenary assassins, carefully conceal their identity and origin. These ninjas weave complicated webs of disguises, strike only from hiding, and deal through intermediaries whenever possible. Because of their strong ties to their clan, these ninjas must often put aside personal preferences or goals to serve their lord or clan, but in return they gain the support of a powerful political force and access to the clan's many safehouses and hideouts.

Although most ninjas come from isolated clans, exceptions exist at every turn. Some ninjas receive specialized training from a single mentor, perhaps even a retired adventurer who wishes to pass along her skills. Others learn alongside monks and other ascetics in peaceful monasteries. In some places, far-thinking nobles set up ninja training centers of their own, including anything from a single teacher with a handful of students to full-blown ninja schools where students endure a rigid series of tests and trials. Ninjas from such diverse backgrounds often find the life of an adventurer appealing. Without the ties of clan and honor that keep other ninjas tied to a lord or mission, these skilled warriors find adventuring puts their abilities to the test and rewards the skills they hold in highest esteem.

Races: Humans, halflings, half-elves, and half-orcs often have the combination of adaptability and ambition necessary to master the techniques of the ninja. Elves, though both graceful and deadly, rarely become ninjas, but those who do often achieve great fame or notoriety. Such elven ninjas often attain the heights of ninja training, shaping the history of many human generations through their daring exploits. Dwarves and gnomes seldom train as ninjas. Not only is their clan structure too open to shelter hidden clans of ninjas, their martial instincts run to more straightforward forms of combat.

Other Classes: Ninjas work best with rogues and rangers. Although they appreciate the healing power of clerics, the ability of sorcerers and wizards to kill with a word, and the sheer offensive might of fighters and barbarians, ninjas rely too much on stealth to completely embrace the idea of adventuring with other classes. Conversely, when traveling or not actively adventuring, ninjas who wish to go unnoticed benefit greatly from the presence of other classes—the less subtle and more visible their adventuring companions, the easier it is for the ninja to remain in the background and disguise her own abilities.

Role: Depending on her skill selection and the mission that the group finds itself on, the ninja's role in the party can vary dramatically. A ninja practiced in disguise and diplomacy might assume a false identity and act as the group's leader and front-person. A stealthy ninja who has perfected the arts of infiltration might benefit the group the most by acting as a scout or point-man, while a more cautious ninja might hang back, covering the group's rear. Whatever the ninja's role during routine dungeon exploration or other adventures, the ninja is a dangerous and unpredictable combatant who can disable foes with poison, strike from seemingly nowhere, and escape almost any situation by using her supernatural abilities.

GAME RULE INFORMATION

Ninjas have the following game statistics.

Abilities: Ninjas benefit from high Dexterity, as many of their abilities require that they wear no armor, and it affects many of their most important skills. A high Dexterity also helps a ninja to act first in initiative and take advantage of her sudden strike ability.

Alignment: Any.

Hit Die: d6.

Class Skills

The ninja's class skills (and the key ability for each) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the ninja.

Weapon and Armor Proficiency: Ninjas are proficient with all simple weapons, plus the hand crossbow, kama, nunchaku, sai, shortbow, short sword, shuriken, and siangham. Ninjas are not proficient with armor or shields.

AC Bonus (Ex): A ninja is highly trained at dodging blows and has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the ninja adds her Wisdom bonus (if any) to her Armor Class. In addition, a ninja gains a bonus to Armor Class at 5th level. This bonus

THE NINJA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+0	+0	+2	+0	+0	*Ki* power, sudden strike +1d6, trapfinding
2nd	+1	+0	+3	+0	+0	Ghost step (invisible)
3rd	+2	+1	+3	+1	+0	Sudden strike +2d6, poison use
4th	+3	+1	+4	+1	+0	Great leap
5th	+3	+1	+4	+1	+1	Sudden strike +3d6
6th	+4	+2	+5	+2	+1	Acrobatics (+2), *ki* dodge
7th	+5	+2	+5	+2	+1	Sudden strike +4d6, vertical run
8th	+6/+1	+2	+6	+2	+1	Ghost strike
9th	+6/+1	+3	+6	+3	+1	Sudden strike +5d6, poison use (move action)
10th	+7/+2	+3	+7	+3	+2	Ghost step (ethereal)
11th	+8/+3	+3	+7	+3	+2	Sudden strike +6d6
12th	+9/+4	+4	+8	+4	+2	Acrobatics (+4), evasion
13th	+9/+4	+4	+8	+4	+2	Sudden strike +7d6
14th	+10/+5	+4	+9	+4	+2	Ghost mind
15th	+11/+6/+1	+5	+9	+5	+3	Sudden strike +8d6
16th	+12/+7/+2	+5	+10	+5	+3	Ghost sight
17th	+12/+7/+2	+5	+10	+5	+3	Sudden strike +9d6
18th	+13/+8/+3	+6	+11	+6	+3	Acrobatics (+6), greater *ki* dodge
19th	+14/+9/+4	+6	+11	+6	+3	Sudden strike +10d6
20th	+15/+10/+5	+6	+12	+6	+4	Ghost form

increases by 1 for every five ninja levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th).

These bonuses to AC apply even against touch attacks or when the ninja is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

_Ki_ Power (Su): The ninja can channel her *ki* to manifest special powers of stealth and mobility. The ninja may use her *ki* powers a total number of times per day equal to one-half her level plus his Wisdom bonus (if any).

Ki powers may only be used if the ninja is wearing no armor and is unencumbered.

As long as the ninja's *ki* pool isn't empty (that is, as long as she has at least one daily use remaining), she gains a +2 bonus on her Will saves.

Each *ki* power is described under a separate entry, below.

Sudden Strike (Ex): If a ninja can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. This ability works like sneak attack, with the exception that ninjas using the sudden strike ability do not deal extra damage to opponents that they flank, but only to creatures that are denied their Dexterity bonus to Armor Class (whether the target has a Dexterity bonus to AC or not). Sudden attack's extra damage dice stack with those from sneak attack whenever both would apply to the same target. This extra damage is +1d6 at 1st level, and increases by +1d6 every two levels.

Ranged attacks count as sudden strikes only if the target is within 30 feet. A ninja can't strike with deadly accuracy from beyond that range.

A ninja can only use sudden strike against living creatures with discernable anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sudden strike damage. The ninja must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A ninja cannot make a sudden strike while attacking a creature with concealment or striking the limbs of a creature whose vitals are out of reach.

Trapfinding: Ninjas can use the Search skill to locate traps with a Difficulty Class higher than 20. Ninjas can also use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A ninja who beats a trap's DC by 10 or more with a Disable Device check can study the trap, figure out how it works, and bypass it (with her party) without disarming it.

Ghost Step (Su): At 2nd level, the ninja can spend one daily use of her *ki* power to become invisible for 1 round. Using this ability is a swift action that does not provoke an attack of opportunity.

At 10th level, the ninja can become ethereal for 1 round when using ghost step instead of becoming invisible.

Poison Use (Ex): Beginning at 3rd level, a ninja no longer risks accidentally poisoning herself when applying poison to a weapon. At 9th level, a ninja can apply poison to a weapon as

a move action, and at 13th level , she can apply poison to a weapon as a swift action.

Great Leap (Su): At 4th level and higher, ninjas always make Jump checks as if they were running. This ability can only be used if the ninja is wearing no armor and is unencumbered.

Acrobatics (Su): At 6th level, ninjas gain a +2 bonus to Climb, Jump, and Tumble checks. This bonus increases to +4 at 12th level and +6 at 18th level.

***Ki* Dodge (Su):** At 6th level and higher, a ninja can spend a daily use of her *ki* power to cause attacks against her that might otherwise hit to miss. When she activates this ability, the ninja's outline shifts and wavers, causing some attacks to miss. This distortion grants the ninja concealment (20% miss chance) against all attacks for 1 round. Using this ability is a swift action.

See invisibility has no effect on the miss chance caused by the *ki* dodge ability, but *true seeing* negates it. The miss chance caused by this ability does not stack with that caused by concealment or spells like *blink* or *displacement*.

This ability can be used only if the ninja is wearing no armor and is unencumbered.

Speed Climb (Ex): At 7th level and higher, a ninja can scramble up or down walls and slopes with great speed. She may climb her full base speed as a move action with no penalty; however, she must begin and end the round on a horizontal surface (such as the ground or a rooftop). If she does not end her movement on a horizontal surface, she falls, taking falling damage as appropriate for her distance above the ground.

The ninja also needs only one free hand to use this ability. When climbing normally, the ninja requires both hands free. This ability can be used only if the ninja is wearing no armor and is unencumbered.

Ghost Strike (Su): At 8th level and higher, a ninja can spend a daily use of her *ki* power to strike incorporeal and ethereal creatures as if they were corporeal. The ninja can also use this ability to strike foes on the Material Plane normally while on the Ethereal Plane (for example, while using her ghost step ability).

Activating the ghost strike ability is a swift action. It affects the next attack made by the ninja, as long as that attack is made by the end of the next round.

Evasion (Ex): A ninja of 12th level or higher can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), she instead takes no damage. Evasion can be used only if a ninja is wearing no armor and is unencumbered. A helpless ninja (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Ghost Mind (Su): At 14th level and higher, a ninja gains a special resistance to spells with the scrying descriptor. To detect or see a ninja with such a spell, the caster must succeed at a caster level check against a DC of 20 + the ninja's class level. In the case of scrying spells that scan the area that the ninja is in, such as *arcane eye*, a failed check indicates that the spell works but the ninja simply isn't detected. Scrying attempts targeted specifically at the ninja do not work at all if the check fails.

Ghost Sight (Su): At 16th level and higher, a ninja can see invisible and ethereal creatures as easily as she sees material creatures and objects.

Greater *Ki* Dodge (Su): At 18th level, the miss chance caused by the ninja's *ki* dodge ability increases to 50%.

Ghost Form (Su): At 20th level, the ninja can spend two daily uses of her *ki* power to enter the Ethereal Plane for an extended period of time. This ability functions as the *ethereal jaunt* spell cast by a sorcerer with a level equal to the ninja's class level, except that the ninja can use this ability only on herself. D

HUMAN NINJA STARTING PACKAGE

Armor: None.

Weapons: Short sword, 20 shuriken.

Skill Selection: Pick a number of skills equal to 7 + Int modifier.

Skill	Ranks	Ability
Balance	4	Dex
Disable Device	4	Int
Hide	4	Dex
Listen	4	Wis
Move Silently	4	Dex
Open Lock	4	Int
Search	4	Int
Spot	4	Wis
Tumble	4	Dex

Feat: Point Blank Shot.

Bonus Feat (Human): Precise Shot.

Gear: Backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, hooded lantern, 3 pints of oil, quiver, 20 arrows.

Gold: 6d4 gp.

UPDATE

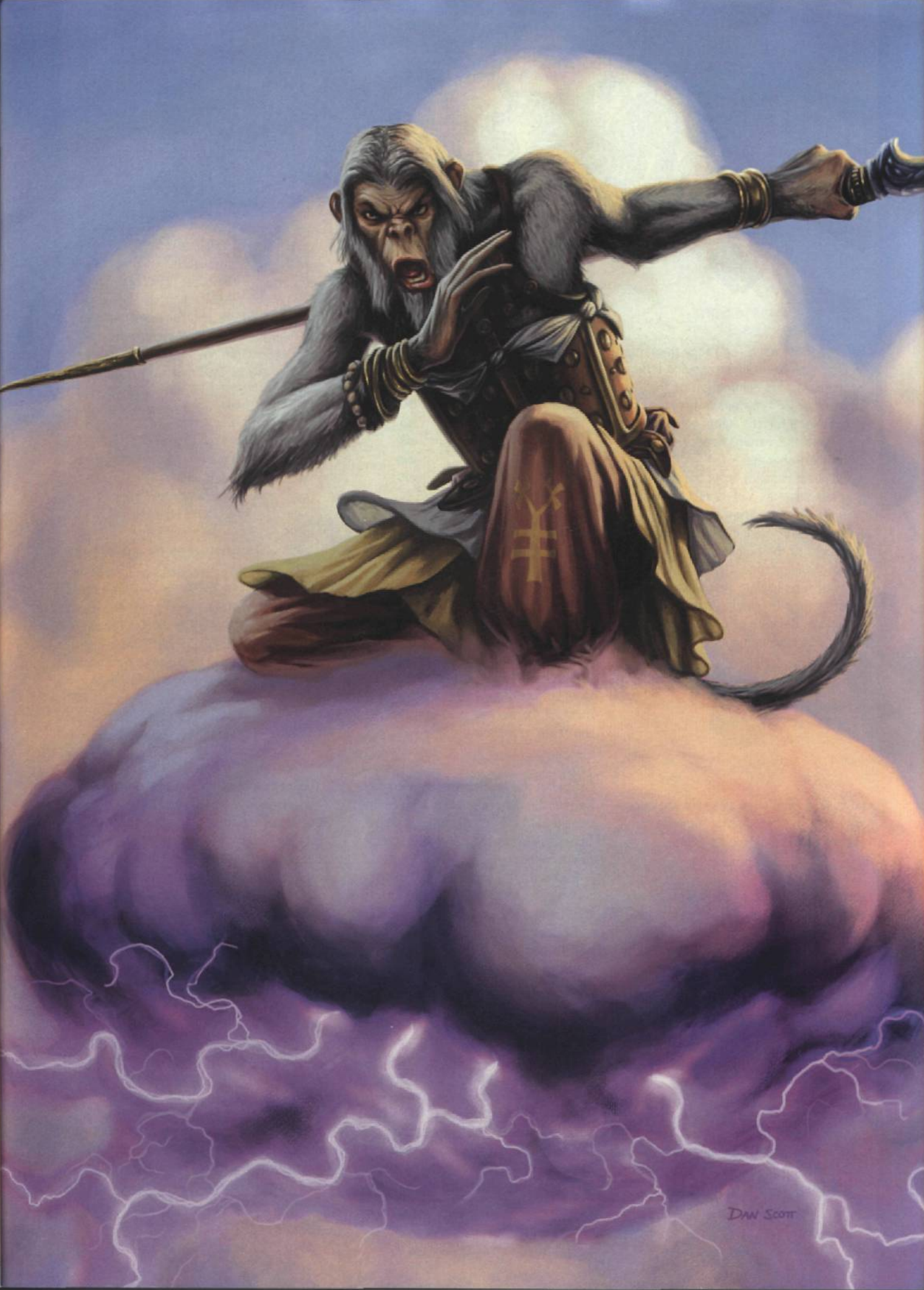
Oriental Adventures

by James Wyatt · illustrated by Dan Scott

Eastern Flavor

With the 3.5 update, the three core books went through a long and careful process of revision. The purpose of this article is to help you use the *Oriental Adventures* book you already have with the core rules' 3.5 update. It is not a comprehensive revision of *Oriental Adventures* or even a list of errata. As much as possible, the rules in *Oriental Adventures* have been left unchanged, and for the most part, new rules have not been added. Only occasional bits of errata are included in this article. The complete list of errata for *Oriental Adventures* is available on the Wizards of the Coast website (**www.wizards.com**).

Some of the material in *Oriental Adventures* has already been more thoroughly revised. You may already have seen revised versions of some *Oriental Adventures* feats and prestige classes in the *Complete Warrior*. If you have that book, you can go ahead and use the revised feats and prestige classes, or you can stick with what you already have. The decision is up to you.


DAN SCOTT

CHAPTER ONE: RACES

For the most part, the races presented in *Oriental Adventures* require little adjustment. The elimination of the shapechanger type has important implications for the hengeyokai, however, and the vanara need a small but significant change.

Humans: Humans from the Lion clan gain Intimidate as a class skill, rather than the obsolete Knowledge (war).

Hengeyokai: Hengeyokai are now creatures of the humanoid (shapechanger) type, rather than creatures of the obsolete shapechanger type. Remove their level adjustment.

Vanara: Remove all of the vanara's ability score adjustments.

CHAPTER TWO: CLASSES

In general, only small changes are necessary to bring the *Oriental Adventures* classes in line with the revision.

Samurai

One change to the samurai is suggested by the alteration of the damage reduction system.

Ancestral Daisho: When a samurai of at least 4th level wields his own ancestral katana or wakizashi, the weapon is considered an honorable weapon for the purpose of bypassing the damage reduction of certain creatures.

Shaman

The shaman's martial arts abilities are weak, and improving them slightly does not unbalance the class.

Unarmed Strike: Like monks, shamans are trained to fight unarmed. At 1st level, a shaman gains Improved Unarmed Strike as a bonus feat. Also, like a monk, a shaman deals more damage with his unarmed strikes than a normal person would, as shown on the Shaman Unarmed Damage table.

SHAMAN UNARMED DAMAGE

Shaman Level	Damage (Small)	Damage (Medium)
1st-5th	1d4	1d6
6th-11th	1d6	1d8
12th-17th	1d8	1d10
18th-20th	1d10	2d6

Bonus Feat: At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th), a shaman gains a bonus martial arts feat. The shaman must choose these feats from the following list: Blind-Fight, Combat Reflexes, Falling Star Strike, Freezing the Lifeblood, Great *Ki* Shout, Iron Will, *Ki* Shout, Pain Touch, Stunning Fist, Unbalancing Strike. The shaman must meet all the normal prerequisites for the feats he selects.

Sohei

Following the lead of the revised barbarian, the sohei's special abilities shift considerably, as shown on the Sohei Special Abilities table. She also gains new abilities.

Diehard: The sohei gains Diehard as a bonus feat at 3rd level. This replaces the Remain Conscious feat.

Greater Frenzy: At 11th level, a sohei's bonuses to Strength and Dexterity during her frenzy each increase to +4, the penalty she suffers on attack rolls when making a flurry of blows is reduced to -1, and her speed increases by 20 feet during her frenzy.

Tireless Frenzy: At 17th level and higher, a sohei no longer becomes fatigued at the end of her frenzy.

Whirlwind Frenzy: At 20th level, a sohei's bonuses to Strength and Dexterity during her frenzy each increase to +6, she suffers no penalty on attack rolls when making a flurry of blows, and her speed increases by 30 feet during her frenzy.

SOHEI SPECIAL ABILITIES

Level	Special
1st	*Ki* frenzy 1/day, Weapon Focus
2nd	Deflect Arrows
3rd	Diehard
4th	*Ki* frenzy 2/day
5th	Strength of mind
6th	Defensive strike
7th	Damage reduction 1/–
8th	*Ki* frenzy 3/day
9th	Mettle
10th	Damage reduction 2/–
11th	Greater frenzy
12th	*Ki* frenzy 4/day
13th	Damage reduction 3/–
14th	
15th	
16th	Damage reduction 4/–, *ki* frenzy 5/day
17th	Tireless frenzy
18th	
19th	Damage reduction 5/–
20th	Whirlwind frenzy, *ki* frenzy 6/day

Wu Jen

The mechanic of the wu jen's elemental mastery ability was flawed in the original presentation (and corrected in the errata). Requiring a wu jen to learn all the spells of a given element in order to master that element makes it impossible for the DM to introduce new wu jen spells into the game without unfairly penalizing wu jen player characters. With the 3.5 revision, the game has moved away from skyrocketing spell saving throw DCs, so the revised elemental mastery grants the wu jen an effective caster level increase instead.

Elemental Mastery: The spells of a wu jen are divided into five elemental groups: earth, fire, metal, water, and wood. At 6th level, instead of receiving a spell secret, a wu jen can proclaim herself a master of one of the five elements. Thereafter, whenever a wu jen casts a spell of that element, her effective caster level (for purposes of

determining level-dependent spell variables and for caster level checks) is increased by +2. In addition, the wu jen herself gets a +2 competence bonus on saving throws against spells of that element. Certain spells on the wu jen spell list are designated "All;" this means they belong to all elemental groups, and a wu jen who is a master of any element gains the mastery bonuses with respect to those spells.

CHAPTER THREE: PRESTIGE CLASSES

The Oriental Adventure prestige classes require a few changes, mostly derived from similar changes made to other classes in the 3.5 revision.

Monk Prestige Classes: The changes to the monk class in 3.5 make it much easier to design prestige classes for monk characters. A henshin mystic, Shintao monk, or tattooed monk simply adds his class level to his monk level to determine his unarmed damage, Armor Class bonus, speed, and the effectiveness of his flurry of blows.

Wild Empathy: The battle maiden, bear warrior, and shapeshifter prestige classes all had Animal Empathy as a class skill. Replace this class skill with a new class ability, wild empathy, which each class acquires at 1st level. This ability works exactly like the wild empathy class feature of the druid and ranger classes. If the character has ranger or druid levels, she can add those levels to her prestige class level to determine her total bonus on wild empathy checks.

Eunuch Warlock

Experience has shown that granting a spellcaster bonus spells rather than a normal level progression is unsatisfying at best. Use the Eunuch Warlock Advancement table for the eunuch warlock's special abilities and spellcasting.

Focused Spell Power (Ex): When a eunuch warlock casts a spell from a school that he has Spell Focus in, his effective caster level (for purposes of determining level-dependent spell variables and for caster level checks) is increased by +1. This bonus increases to +2 at 5th level and to +3 at 9th level.

This benefit applies even to schools the character gains the Spell Focus feat for after becoming a eunuch warlock.

EUNUCH WARLOCK ADVANCEMENT

Class Level	Special	Spellcasting
1st	Focused spell power +1	–
2nd	1st mighty spell	+1 level of existing class
3rd	Leadership	+1 level of existing class
4th	2nd mighty spell	+1 level of existing class
5th	Focused spell power +2	+1 level of existing class
6th	3rd mighty spell	+1 level of existing class
7th		+1 level of existing class
8th	4th mighty spell	+1 level of existing class
9th	Focused spell power +3	+1 level of existing class
10th	5th mighty spell	+1 level of existing class

Henshin Mystic

The changes to the damage reduction system in 3.5 require two changes to the henshin mystic class.

***Ki* Strike (Su):** At 4th level, a henshin mystic's unarmed attacks are treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. If he already has *ki* strike (lawful) as a class ability from monk levels, he gains the ability to align his weapons to either good or evil, depending on his actual alignment. If he is neither good nor evil, he must choose one of those alignments to apply to his *ki* strike ability.

At 8th level, a henshin mystic's unarmed attacks are treated as adamantine weapons for the purpose of dealing damage to creatures with damage reduction and for bypassing hardness.

Riddle of Invulnerability (Su): A 10th-level henshin mystic gains damage reduction 10/magic.

Shadow Scout

Following the example of the ranger, the shadow scout's favored enemy ability becomes slightly better.

Favored Enemy (Ex): At 1st level, a shadow scout may select a type of creature (such as giants, goblinoids, undead, or oni) as a favored enemy. The shadow scout must select a creature type or subtype from Table 3-14: Ranger Favored Enemies in the *Player's Handbook*, except that a shadow scout may also select oni or a human clan other than his own as his favored enemy. Due to his extensive study of his chosen type of foe and training in the proper techniques for combating such creatures, the shadow scout gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. At 4th level and every three levels thereafter (4th, 7th, and 10th level), the bonus increases by +2.

If a shadow scout already has a favored enemy, he may either select a new favored enemy or increase the bonus against any one favored enemy by +2. If he chooses to increase his bonus against an existing favored enemy, he must add subsequent bonuses from levels in shadow scout to the same favored enemy.

Shapeshifter

Two changes to the rules system have a minor impact on the shapeshifter: slight changes to the druid's wild shape ability (particularly the addition of plant wild shape and a relaxing of the rules for

shifting into a dire animal form) and the abolition of the shapechanger type.

SHAPESHIFTER ADVANCEMENT

Class Level	Special
1st	Wild shape (3/day), extra shifting
2nd	
3rd	Wild shape (Large)
4th	Wild shape (4/day)
5th	Wild shape (Tiny)
6th	A thousand faces
7th	Wild shape (plant)
8th	Wild shape (5/day)
9th	Wild shape (Huge)
10th	Wild shape (elemental 1/day), natural shapechanger

Wild Shape (Su): At 1st level, a shapeshifter gains the ability to change form into a Small or Medium animal and back again three times per day. This ability works exactly like the druid's wild shape ability.

The shapeshifter can use wild shape one more time per day at 4th and 8th level, as noted on the table. In addition, the shapeshifter gains the ability to take the shape of a Large animal at 3rd level, a Tiny animal at 5th level, and a Huge animal at 9th level. The new form's Hit Dice can't exceed the shapeshifter's character level.

At 7th level, a shapeshifter becomes able to use wild shape to change into a plant creature, such as a shambling mound, with the same size restrictions as for animal forms. (A shapeshifter can't use this ability to take the form of a plant that isn't a creature, such as a tree or a rose bush.)

At 10th level, a shapeshifter becomes able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water), or nature spirit once per day. Nature spirit statistics can be found on page 177 of *Oriental Adventures*. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the shapeshifter gains all the elemental's or nature spirit's extraordinary, supernatural, and spell-like abilities. She also gains the creature's feats for as long as she maintains the wild shape, but she retains her own creature type.

Natural Shapechanger: At 10th level, a shapeshifter changes form so naturally that she gains the shapechanger subtype. There are few direct benefits of this subtype, but she can return to her natural form as a standard action when she is subjected to a spell such as *polymorph other* (as stated in the spell descriptions).

Shintao Monk

Following the example of the paladin, the Shintao monk gains the ability to smite Tainted creatures more times per day as he advances in level. To compensate for this improvement, his bonus feat progression is slowed.

SHINTAO MONK ADVANCEMENT

Class Level	Special
1st	Monk abilities, touch the Void dragon, bonus feat
2nd	*Detect Taint*, smite Taint 1/day, speak to the soul
3rd	Grasp the earth dragon
4th	*Purity of Shinsei*, bonus feat
5th	*Channel the fire dragon*
6th	*Great silence*, smite Taint 2/day
7th	*Steal the air dragon*, bonus feat
8th	*Ancestral guidance*
9th	Ride the water dragon
10th	Kukan-do, bonus feat, smite Taint 3/day

Touch the Void Dragon (Su): Once per day, a Shintao monk can raise one of her ability scores by 4 points for a duration of 10 minutes per level. This ability is similar to the ability-boosting spells *bull's strength, bear's endurance, cat's grace, fox's cunning, owl's wisdom,* and *eagle's splendor.*

Smite Taint (Su): At 6th level, a Shintao monk can use this ability twice per day. At 10th level, he can use it three times per day.

Tattooed Monk

The changes to the damage reduction system affects one of the tattooed monk's abilities.

Tattoo (Su): Three tattoos have slightly altered abilities.

Crab: The tattooed monk gains damage reduction 2/magic. This damage reduction improves by 2 for each additional tattoo he possesses.

Pine: The tattooed monk gains the benefits of both the Endurance and Diehard feats.

Spider: To use this tattoo, a character must have the Stunning Fist feat. Instead of a stunning fist attack, a character with this tattoo can make an attack that delivers a contact poison. The poison's save DC is equal to 10 + the tattooed monk's class level + his Constitution modifier. The poison's initial and secondary damage is 2 points of Constitution damage. Using this tattoo counts as one of the character's stunning fist attacks for that day.

Yakuza

The rogue and barbarian gain trap sense earlier now (bringing the ability into play more often, since traps are more frequently encountered at lower levels), so the yakuza's abilities are slightly altered in the same way.

Uncanny Dodge (Ex): As the rogue ability. If a yakuza already has uncanny

YAKUZA ADVANCEMENT

Class Level	Special
1st	Uncanny dodge, defensive roll
2nd	Improved evasion
3rd	Yakuza knowledge, trap sense +1
4th	Improved uncanny dodge
5th	Leadership
6th	Trap sense +2
7th	
8th	
9th	Trap sense +3
10th	Slippery mind

dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): As the rogue ability. Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): As the rogue ability. If a yakuza already has improved uncanny dodge from a different class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

CHAPTER FOUR: SKILLS AND FEATS

Skills require little alteration, but feats are a major area of revision.

Skills

Oriental Adventures introduced four new Knowledge specialties. There is no need for the Knowledge (war) skill; it should be removed and replaced with Knowledge (history).

In the 3.5 *Player's Handbook*, having 5 or more ranks in any Knowledge skill now grants a synergy bonus on another skill or ability. These are the synergy effects for the new *Oriental Adventures* Knowledge skills.

5 or more ranks in Knowledge . . .	Gives a +2 bonus on . . .
(barbarian lore)	Diplomacy checks against humanoids not native to Rokugan
(Shadowlands)	Survival checks in the Shadowlands
(spirits)	Survival checks in the Spirit World

Feats

Many changes, some of them fairly sweeping, are necessary to bring feats in line with the 3.5 revision. Most of the revisions necessary are to ancestor feats, many of which are feats that grant +2 to two different skills—a category sufficiently filled by the *Player's Handbook*. In line with the revisions to regional feats published in the *Forgotten Realms Player's Guide to Faerûn*, this section presents a completely revised selection of ancestor feats. Several of the revised and new feats presented here are drawn from that book and were written by Richard Baker.

Improved Grapple: This feat is replaced by the feat of the same name in the *Player's Handbook*.

Remain Conscious: This feat is replaced by the Diehard feat in the *Player's Handbook*. Any character who would gain Remain Conscious as a bonus feat (such as a 3rd-level Singh rager) gains Diehard instead.

Ancestor Feats

The ancestor feats in this section replace the feats of the same name in *Oriental Adventures*. Most of them are simply better than their original versions. The reason for this is a slight shift in philosophy also reflected in the *Forgotten Realms Player's Guide to Faerûn:* Players should be rewarded for making the effort to ground their characters in a campaign world. Taking an ancestor feat is a good option—usually a better option than taking a similar non-ancestor feat.

Human characters from one of the great clans are no longer required to spend their bonus feat slot on an ancestor feat. Choosing an ancestor feat is a good option for many characters, but never a requirement. Any character can choose an ancestor feat, but only at 1st level. No character can have more than one ancestor feat.

Altered Feats

Many of the ancestor feats in *Oriental Adventures* require substantial revision to bring them into line with the regional feats in the *Player's Guide to Faerûn*. Except where noted below, the text in this section replaces the Benefit entry for each feat.

No Change: The following feats require no alteration at all: Art of Fascination, Iaijutsu Master, Improved Aid, Resist Poison, Soul of Honor, and Soul of Loyalty.

Attention to Detail [Lion]: You gain a +2 bonus on Sense Motive checks opposing another character's Bluff check, on Spot checks opposing another character's Disguise or Forgery check, and on Will saves to disbelieve illusions.

Blood Sorcerer [Scorpion]: When you cast maho-tsukai spells, your effective caster level (for purposes of determining level-dependent spell variables and for caster level checks) is increased by +2. However, you also add +3 to the DC for the Fortitude save you must make to avoid accumulating Taint when you cast maho spells.

Cool Head [Unicorn]: You cannot become shaken, allowing you to ignore the effects of the shaken condition. (You can still be frightened or panicked.)

If you are subject to any effect that forces you into violent action, such as a *song of discord* spell or a *confusion* effect that would force you to attack, you may attempt a second saving throw to resist that effect before performing the violent action. If your second saving throw succeeds, you throw off the effect exactly as though you had made your first saving throw. You may not roll more than two saving throws against the same spell or effect. In the case of the *confusion* spell, you may not attempt a second saving throw until it is your turn and the random die roll determines that you must attack another creature.

Discipline [Phoenix]: You gain a +2 bonus on Will saves and a +2 bonus on Concentration checks.

Fearsome and Fearless [Lion]: You gain a +4 bonus on all Will saves against fear effects, and the difficulty class of any fear effect you create (through a spell or other ability) increases by +2.

If you adopt the Akodo champion prestige class, allies within your aura of courage gain an additional +1 bonus on their saving throws against fear effects.

Gifted General [Crane]: You gain a +2 bonus on Initiative checks and a +2 bonus on all Fortitude saves.

Great Crafter [Crab]: When you use the Craft skill to create a masterwork

item, such as a weapon, armor, or shield, it gains an additional 2 points of hardness and 10 hit points.

Great Diplomat [Phoenix]: You gain a +2 bonus on Diplomacy checks. Once you reach 6th level, you automatically attract a cohort (but not followers) as though you had taken the Leadership feat, and your Leadership score is increased by +2.

Great Teamwork [Crab]: You can more easily flank opponents with your allies. When determining whether an opponent is flanked, as long as you are adjacent to the opponent, you can treat your position as though you were actually standing in any other square adjacent to both your own position and your opponent's.

Kami's Intuition [Unicorn]: You gain a +2 bonus on Sense Motive checks. You may make any Knowledge check untrained, even if the DC is higher than 10. In addition, you may use your Wisdom modifier for any Knowledge check in place of your Intelligence modifier.

Karmic Twin [Scorpion]: You gain a +2 bonus on Diplomacy and Intimidate checks (not all Charisma-based checks).

In addition, change the Intuit Direction check to learn the direction of your karmic twin to a Wisdom check.

Keen Intellect [Dragon]: You may use your Intelligence modifier instead of your Wisdom modifier when making Heal, Sense Motive, Spot, or Survival checks. You may also use your Intelligence modifier instead of Wisdom when making a Will saving throw.

Lion Spy [Lion]: You gain a +2 bonus on Diplomacy, Gather Information, and Spot checks.

Luck of Heroes [Crab]: You receive a +1 luck bonus on all saving throws and a +1 luck bonus to Armor Class.

Magistrate's Mind [Scorpion]: You gain a +2 bonus on Intimidate, Search, and Sense Motive checks.

Many Masks [Scorpion]: You gain a +2 bonus on Bluff, Disguise, and Perform (act) checks.

Oni's Bane [Phoenix]: You gain a +3 bonus on caster level checks to beat an outsider's spell resistance.

You also gain a +3 bonus on Spellcraft checks to successfully cast a divine spell in the Shadowlands, but each time you fail such a check, you add +2 to your Taint score for every 5 points by which you failed.

In addition, you also gain a +3 bonus on opposed Charisma checks made to control an oni summoned with a *planar binding* spell. However, every time you make such a check, you add +2 to your Taint score.

Power Attack—Iaijutsu [Crane]: Add Prerequisite: Strength 13.

Power Attack—Shadowlands [Crab]: Add Prerequisite: Strength 13.

Benefit: When you use the Power Attack feat against a creature with the Shadowlands subtype or a character with Shadowlands Taint, you may subtract a number from your attack rolls and add twice that number to your melee damage rolls (or three times that number if you are using a two-handed weapon). The normal restrictions of the Power Attack feat apply. You gain no benefit from this ancestor feat if you do not have the Power Attack feat.

Powerful Voice [Unicorn]: You gain a +2 bonus on Diplomacy and wild empathy checks.

As a standard action, you can make a DC 15 Perform (sing) or Perform (oratory) check to grant your allies a +1 morale bonus on saving throws against charm and fear effects. This bonus lasts as long as you continue speaking or singing. While using this ability, you cannot cast spells, activate magic items by spell completion (such as scrolls) or by command word (such as wands).

Resist Taint [Crab]: The bonus from this feat applies on daily saving throws made in the Shadowlands to resist acquiring Taint, as well as on saves against Taint-related maho spells such as *cloud of Taint.*

Saddleback [Unicorn]: You can take 10 on Ride checks, even if rushed or threatened. If you or your mount fail a Reflex save while mounted, you can attempt a Ride check to succeed on the saving throw. The save is successful if your Ride check result is equal to or greater than the spell's save DC (essentially, your Ride check result becomes your Reflex save if it is higher than the result you achieved with your Reflex save). You can attempt to do this once per round for either yourself or your mount. If both you and your mount fail a Reflex save against the same effect (for example, a *fireball* spell or dragon breath that catches you and your mount in the area of effect), your Ride check result applies to both your save and your mount's save.

Scholar of Nature [Phoenix]: You gain a +2 bonus on Knowledge (nature), Survival, and Heal checks.

Silver Tongue [Dragon]: You can use the Diplomacy skill (trained or untrained) to produce the following effects:

- *Change an NPC's attitude toward a person other than yourself.* The DC is the same as if you were changing the character's attitude toward you.
- *Inspire love and devotion.* If you successfully improve a character's attitude toward you (only) to helpful, you can choose to cause that character to show romantic interest in you. The character thereafter seeks every opportunity to be near you and makes every effort to win your affection, within the bounds of relatively normal behavior.
- *Inspire hope or despair.* With a successful Diplomacy check against DC 25, you fill a single target with hope or despair, as if affected by the *good hope* or *crushing despair* spells. In the case of despair, the target can negate the effect with a successful Will saving throw (DC 10 + 1/2 your Diplomacy ranks + your Charisma modifier).
- *Cause confusion.* Make a Diplomacy check opposed by your target's Sense Motive check. If you beat your target's check result by 10 or more, you can cause him to become *confused* for 1 round. You can use this ability as a full-round action.

Smooth Talk [Crane]: You only take a -5 penalty if you attempt a Diplomacy check as a full-round action.

Spell Power [Crab]: Three times per day, you can cast a spell with extraordinary power. Add +1 to your effective

caster level (for purposes of determining level-dependent spell variables and for caster level checks).

Spellcaster Support [Phoenix]: You can use the aid another action, making a Spellcraft check against DC 10, to add +1 to the effective caster level of an ally's spell. An opponent you threaten cannot make attacks of opportunity against an ally of yours who is also in your threatened area if the ally casts a spell—thereby negating the need for the ally to cast defensively.

Strength of the Charger [Unicorn]: While you are mounted, you may add your mount's Constitution modifier as a bonus on your own Fortitude saves. Also while you are mounted, you gain a number of bonus hit points equal to your mount's Constitution modifier. These are not temporary hit points and they are not lost first, the way temporary hit points are; you lose them when you dismount for any reason, and you regain them when you return to the saddle.

Strength of the Crab [Crab]: While you are in melee and within 15 feet of another character from the Crab clan, you and the other member of the Crab clan both gain a +1 morale bonus on attack rolls and on saving throws against fear effects.

Strong Soul [Unicorn]: You gain a +1 bonus on all Fortitude and Will saves. Against death effects, energy drain, or ability drain attacks, this bonus iincreases to +3.

Warrior Instinct [Lion]: Once per day, when making an attack roll, you may roll two dice and take the better result.

Warrior Shugenja [Dragon]: You gain a +2 bonus on Concentration checks to cast a spell on the defensive. If you fail a Concentration check to cast on the defensive, you do not lose the spell you were attempting to cast. You can choose either to abort your casting attempt and retain the spell, or you can cast anyway, provoking an attack of opportunity as though you had not attempted to cast defensively. If you are holding a light or one-handed weapon while you cast, you can use it to block the attack of opportunity you suffer for casting a spell, gaining a +1 shield bonus to your AC against one attack of opportunity you draw by casting.

Replacement Feats

A few ancestor feats in *Oriental Adventures* should simply be deleted and replaced with different feats. The Replacement Feats table shows which feats are replaced.

Audacious Attempt [Ancestor]
You are descended from the famous Scorpion daimyo Bayushi Tangen, author of *Lies and Little Truths*. You share that ancestor's incredible audacity.

Clan: Scorpion.

Benefit: Once per encounter, when you are attempting a nearly impossible task (any task at which you need to roll a 20 on 1d20 to succeed), you may roll two dice instead of one, taking the better result. You can use this ability when you choose, whether you are making an attack roll, saving throw, skill or ability check, level check, or any other 1d20 roll that you make, as long as you can succeed on that particular check only by rolling a 20 on the die.

Blood Artisan [Ancestor]
You are descended from Asahina Yajinden, a shugenja of the Crane clan who became the greatest lieutenant of the dread sorcerer Iuchiban. Yajinden abused his power, creating the Bloodswords and other evil magic items used by the armies of Iuchiban. You have mastered the method of creating a certain kind of magic item.

Clan: Crane.

Benefit: When you make magic arms and armor or wondrous items, you pay only 75% of the normal gold-piece cost to create the item. However, the item is always cursed; with the curse randomly determined by the DUNGEON MASTER, using the tables in Chapter 7 of the *DUNGEON MASTER's Guide*.

Special: You cannot create normal items by forgoing this discount.

Cultured Courtier [Ancestor]
You claim descent from Doji, the founder of the Crane household, known as a creator of culture and civilization. You are skilled in the arts of diplomacy as well as the fine arts.

Clan: Crane.

Benefit: You gain a +2 bonus on Diplomacy and Sense Motive checks, as well as a +2 bonus on a single Craft or Perform skill of your choice.

Infamous Traitor [Ancestor]
Bayushi Junzen, Scorpion Clan Champion, did not trust the Yogo family, so he gave three of the Black Scrolls of Fu Leng to his son, Bayushi Tesaguri—who is your ancestor. Tesaguri, however, betrayed this trust by selling the Scrolls to the Phoenix clan—and paid for his crime with his life. Like your ancestor, you cannot be trusted, but you are adept at seizing the right moment to act.

Clan: Scorpion.

Benefit: You gain a +2 bonus on Initiative checks, and a +2 bonus on Bluff and Intimidate checks.

REPLACEMENT FEATS

Old Feat	Clan	New Feat
Artist	Crane	Cultured Courtier
Born Duelist	Dragon	Twin Sword Style
Great Stamina	Crane	Tireless
Honest Merchant	Scorpion	Infamous Traitor
Magic in the Blood	Unicorn	Spellwise
Magical Artisan	Crane	Blood Artisan
Sea Legs	Crab	Stormheart
Soul of Sincerity	Scorpion	Audacious Attempt

NEWLY AVAILABLE SPELLS

Spell Name	Level
Acid splash	Wuj 0 (Water)
Align weapon	Not available
Animate plants	Wuj 7 (Wood), Wood 8
Arcane sight	Wuj 3
Arcane sight, greater	Wuj 7
Baleful polymorph	Maho 5, Sha 5, Wuj 5
Bear's endurance, mass	Shu 6 (Earth), Wuj 6 (Earth)
Blight	Maho 4, Wuj 5
Bull's strength, mass	Sha 6, Shu 6 (Earth), Wuj 6 (Earth)
Call lightning storm	Shu 5 (Fire)
Cat's grace, mass	Shu 6 (Fire), Wuj 6 (Fire)
Command undead	Maho 2
Crushing despair	Maho 4
Cure critical wounds, mass	Healing 8, Sha 8, Shu 8 (Water)
Cure moderate wounds, mass	Sha 6, Shu 6 (Water)
Cure serious wounds, mass	Sha 7, Shu 7 (Water)
Daze monster	Shu 2 (Air), Wuj 2
Deep slumber	Shu 3 (Air), Wuj 3
Dimensional lock	Sha 8, Wuj 8
Disrupting weapon	Sha 5
Eagle's splendor	Sha 2, Soh 2, Wuj 2
Eagle's splendor, mass	Sha 6, Wuj 6
Enlarge person, mass	Wuj 4
False life	Maho 2, Wuj 2
Fox's cunning	Shu 2 (Fire), Wuj 2
Fox's cunning, mass	Shu 6 (Fire), Wuj 6
Glibness	Shu 3 (Air)
Good hope	Shu 4 (Air)
Heroism	Wuj 3
Heroism, greater	Wuj 6
Hold monster, mass	Wuj 9
Hold person, mass	Wuj 7

Spellwise [Ancestor]
You claim a karmic link with Iuchi, one of the most resourceful shugenjas in early Rokugan. You have an innate familiarity with the workings of magic, and you have learned that things are sometimes not as they appear.

Clan: Unicorn.

Benefit: You receive a +2 bonus on all Knowledge (arcana) and Spellcraft checks. You get a +2 bonus on saving throws against illusion spells or effects.

Stormheart [Ancestor]
The sea is in your blood. You are no stranger to sea chases and blood on the decks.

Clan: Crab.

Benefit: You gain a +2 bonus on Balance and Profession (sailor) checks. You ignore any hampered movement penalties for fighting on pitching or slippery decks, and gain a +1 dodge bonus during any fight that takes place on or in a boat or ship.

Normal: Characters moving on difficult or treacherous surfaces count each square of movement as two squares.

Tireless [Ancestor]
Your ancestor, Daidoji Masashigi, gave his life defending the Kaiu Wall alongside the Crab at the Battle of the Landbridge. You don't know the meaning of the word quit.

Clan: Crane.

Benefit: You reduce the effects of exhaustion and fatigue by one step. You cannot become exhausted; if you are exposed to an effect or condition that would make you exhausted (such as the spell *waves of exhaustion*), you become fatigued instead. If an effect or condition (such as the end of barbarian rage) would make you fatigued, you suffer no penalty at all.

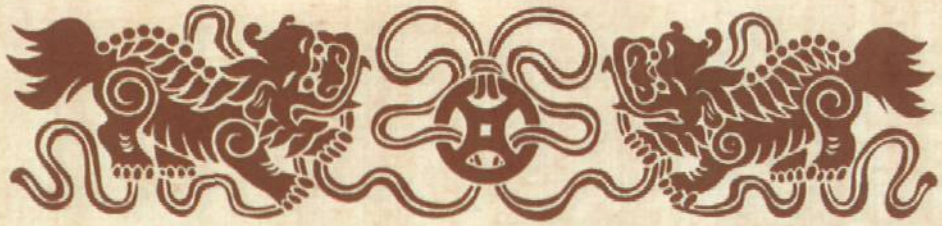
Twin Sword Style [Ancestor]
You claim descent from Mirumoto, one of the first two samurai to join Togashi in his meditative retreat. You have mastered the niten defensive style based on wielding a blade in each hand.

Clan: Dragon.

Benefit: When fighting with a katana and a wakizashi, you can designate a melee opponent during your action and receive a +2 shield bonus to your Armor Class against attacks from that opponent. This bonus stacks with the shield bonus from a buckler or *animated shield*, as well as from the bonus granted by the Mirumoto niten master prestige class. (It does not stack with the similar bonus from the Two-Weapon Defense feat, although both bonuses can be in effect at the same time against different opponents.) You can select a new melee opponent as a free action on your turn. You lose this bonus if you are caught flat-footed or lose your Dexterity bonus to AC for any reason.

CHAPTER SEVEN: MAGIC AND SPELLS

The 3.5 revision introduced many changes to spells. Refer to the 3.5 Accessory Update (available at **www.wizards.com**) for general information about changes to spell names, levels, and schools. Spells that changed level in the *Player's Handbook* should change the same way for *Oriental Adventures* spellcasters. For example, *animate dead* used to be a 5th-level wizard spell (and a 5th-level maho-tsukai spell); now it is 4th level for both wizards and maho-tsukai.



Domains

In some cases, changes to spell levels affect domain spell lists.

Community Domain: Replace *shield other* (2nd level) with *status*. Replace *status* (4th level) with *greater status*, which appears in the accessory update (available at **www.wizards.com**), and in the *Book of Exalted Deeds*. Replace *mass heal* (8th level) with *sympathy*. Replace *miracle* (9th level) with *mass heal*.

Healing Domain: Replace *mass heal* (8th level) with *mass cure critical wounds*. Replace *true resurrection* (9th level) with *mass heal*.

Travel Domain: Replace *expeditious retreat* (1st level) with *longstrider*.

Wood Domain: Replace *changestaff* (8th level) with *animate plants*.

New Spells

The Newly Available Spells table lists the new spells presented in the 3.5 *Player's Handbook* and at what level they are available to spellcasters in an *Oriental Adventures* game.

Although *align weapon* does not exist in an *Oriental Adventures* campaign, it has a close equivalent in the *honorable weapon* spell.

Honorable Weapon

Transmutation (Lawful)
Level: Sha 2, Soh 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Honorable weapon makes a weapon honorable, allowing it to bypass the damage reduction of certain dishonorable creatures, primarily undead and a few non-oni residents of the Shadowlands. This spell has no effect on a weapon that already has an alignment, such as a Tainted sword.

You can't cast this spell on a natural weapon, such as an animal's claw or bite.

Revised Spells

Many of the spells presented in *Oriental Adventures* need revision.

Ancestral Vengeance: The ancestral attack deals 1d8 points of damage per two caster levels (maximum 5d8), or 1d6 points per caster level (maximum 10d6) if the target is undead. Spell resistance does not apply to this spell.

Bo of Water: The bo is considered a magic weapon for purposes of bypassing damage reduction.

Discern Shapechanger: For purposes of this spell, a shapechanger is any creature with the shapechanger subtype or the supernatural ability to take an alternate form or change shape.

Entangling Scarf: You use your base attack bonus plus your Intelligence bonus for attack rolls made with an entangling scarf.

Fatigue: This spell is made obsolete by the *touch of fatigue* spell in the revised *Player's Handbook*.

Fires of Purity: The target gains fire immunity for the duration of the spell, but takes half again as much damage (+50%) from cold.

Force Shapechange: For purposes of this spell, a shapechanger is any creature with the shapechanger subtype or the supernatural ability to take an alternate form or change shape.

Hail of Stone: Spell resistance does not apply to this spell.

Horse's Nose: This spell does not allow you to track by scent unless you have the Track feat.

Ice Knife: Spell resistance does not apply to this spell.

Newly Available Spells

Spell Name	Level
Inflict critical wounds, mass	Maho 8, Sha 8
Inflict moderate wounds, mass	Maho 6, Sha 6
Inflict serious wounds, mass	Maho 7, Sha 7
Longstrider	Travel 1
Moment of prescience	Shu 8 (Air), Wuj 8
Mordenkainen's private sanctum	Not Available
Overland flight	Wuj 5
Owl's wisdom	Sha 2, Shu 2 (Air), Soh 2, Wuj 2
Owl's wisdom, mass	Sha 6, Shu 6 (Air), Wuj 6
Polar ray	Wuj 8 (Water)
Prying eyes, greater	Wuj 8
Ray of exhaustion	Maho 3
Reduce person, mass	Wuj 4
Scorching ray	Wuj 2 (Fire)
Shout, greater	Wuj 8
Song of discord	Shu 5 (Air)
Spell Immunity, greater	Sha 8, Shu 8 (Earth)
Summon instrument	Not Available
Symbol of death	Maho 8, Wuj 8
Symbol of fear	Maho 6, Wuj 6
Symbol of insanity	Maho 8, Wuj 8
Symbol of pain	Maho 5, Wuj 5
Symbol of persuasion	Sha 6, Wuj 6
Symbol of sleep	Sha 5, Wuj 5
Symbol of stunning	Sha 7, Wuj 7
Symbol of weakness	Maho 7, Wuj 7
Sympathetic vibration	Not Available
Touch of fatigue	Maho 1
Touch of idiocy	Maho 2, Wuj 2
Undeath to death	Sha 6, Wuj 6
Waves of exhaustion	Maho 7
Waves of fatigue	Maho 5

Iron Scarf: You use your base attack bonus plus your Intelligence bonus for attack rolls made with an iron scarf.

Scales of the Lizard: This spell grants you an enhancement bonus to your natural armor, like the *barkskin* spell. Thus, it stacks with natural armor you might already possess, but not with other enhancement bonuses to your natural armor.

Snake Barrier: For purposes of this spell, a reptilian creature is a humanoid with the reptilian subtype, or a monstrous humanoid, magical beast, or outsider with obvious snakelike, lizardlike, or other reptilian features. This category includes, but is not limited to, yuan-ti, behirs, basilisks, nagas, marilith demons, medusas, hydras, and ethereal marauders. Celestial and fiendish snakes and lizards are also affected. It does not affect creatures of the dragon type.

Spirit Ally: This spell calls a single spirit of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than 12.

Spirit Ally, Greater: This spell calls a single creature of 18 HD or less, or up to three creatures of the same kind, whose Hit Dice total no more than 18.

Spirit Ally, Lesser: This spell calls a single spirit of 6 HD or less.

Spirit Binding: This spell calls a single spirit of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than 12.

Spirit Binding, Greater: This spell calls a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18.

Spirit Binding, Lesser: This spell calls a single spirit of 6 HD or less.

Tetsubo of Earth: The tetsubo is considered a magic weapon for purposes of bypassing damage reduction.

Vulnerability: The subject's damage reduction is reduced by 5 points. The type of weapon needed to bypass the damage reduction (magic, silver, bludgeoning, etc.) does not change.

Words of the Kami: Creature with the Shadowlands subtype or with a Taint score suffer the following ill effects:

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Blinded, deafened
Up to caster level -5	Paralyzed, blinded, deafened
Up to caster level -10	Killed, paralyzed, blinded, deafened

Yari of Air: The yari is considered a magic weapon for purposes of bypassing damage reduction.

CHAPTER EIGHT: MAGIC ITEMS

In the 3.5 *Dungeon Master's Guide*, some of the formulas used to set prices for magic items changed, and other prices were adjusted as needed. When an item from the *Dungeon Master's Guide* appears on the tables in *Oriental Adventures*, its price should be altered to agree with the *Dungeon Master's Guide*. (For example, *sandals [boots] of striding and springing* should now cost 5,500 gp.)

Armor

Several prices for special abilities need alteration.

Magic Chahar-Ainas and Dastanas: Both dastanas and chahar-ainas provide special armor bonuses to AC that stack with other armor bonuses granted by certain forms of light armor. However, it is still the case that only one enhancement bonus can apply to a character's armor bonus at any time. Thus, if a character wears *+2 dastanas*, a *+1 chahar-aina*, and *+1 cloth armor*, only the +2 bonus from the dastanas increases his AC. A character can still gain the benefit of special abilities attached to multiple pieces of armor, however, so a character wearing *+2 balance dastanas* and a *+1 displacement chahar-aina* has a +2 enhancement bonus to AC and can use the balance and displacement special abilities.

Balance: Price +9,600 gp.

Blurring: Price +36,000 gp.

Displacement: On command, this armor's magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as she sees fit.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, Extend Spell, *displacement;* Price: +72,000 gp.

Presence: Price +6,000 gp.

Shapeshifting: The wearer of a suit of armor with this ability preserves her armor bonus (and any enhancement bonus) while using the alternate form or change shape supernatural abilities. While the wearer is in a nonhumanoid alternate form or shape, the armor cannot be seen.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *baleful polymorph;* Price +3 bonus.

Wild: This armor ability is replaced by the one of the same name that appears in the *Dungeon Master's Guide*. Price +3 bonus.

Weapons

As with armor, certain special abilities need to be repriced.

Balance: Price +9,600 gp

Blurring: Price +36,000 gp.

Displacement: On command, this weapon's magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as she sees fit.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, Extend Spell, *displacement;* Price: +72,000 gp.

Flying: Each use of this property lasts 5 minutes, not 50.

Focus: Price +2,400 gp.

Honorable: Change the name of this weapon ability to soul of honor. A soul of honor weapon is considered an honorable weapon for purposes of bypassing damage reduction.

Silent Moves: The normal version of this property grants a +5 competence

bonus on Move Silently checks and has a market price of +3,750 gp. The improved version grants a +10 competence bonus and has a market price of +15,000 gp.

Kuni Crystal Weapons: Kuni crystal weapons bypass the damage reduction of Shadowlands creatures as if they were magic jade weapons.

Nekode of Spider Climbing: Price (per pair) 11,810 gp.

Wondrous Items

The price for skill bonuses and energy resistance changed in the 3.5 *Dungeon Master's Guide*, so items that grant these benefits need new market prices.

Courtier's Obi: This item gives a +5 competence bonus on Diplomacy checks. Price 2,500 gp.

Kimono of Storing: Price 20,000 gp.

Pearl of Protection from Fire: This item comes in three varieties. The minor version grants fire resistance 10 and has a market price of 24,000 gp. The major version grants fire resistance 20 and has a market price of 56,000 gp. The greater version grants fire resistance 30 and has a market price of 88,000 gp.

Wondrous Writing Set: This item grants a +2 competence bonus on Craft (calligraphy) checks, as well as a +5 competence bonus on Forgery checks. Price 2,900 gp.

Special Materials

The revised damage reduction system suggests new qualities for special materials, as detailed here.

Jade Weapons: Jade weapons bypass the damage reduction of many incorporeal, spirit, and Shadowlands monsters, including many of the new monsters in Chapter 9 of *Oriental Adventures*.

Obsidian Weapons: Obsidian weapons are treated as jade for purposes of bypassing the damage reduction of Shadowlands creatures and negating their regeneration.

Chapter Nine: Monsters

The two most significant changes to monsters in the 3.5 revision are the new damage reduction system and a new way of calculating skills and feats for monsters. The elimination of the beast and shapechanger types also has an impact on some monsters.

Damage Reduction: The revision to the damage reduction system in version 3.5 has far-reaching impact, not just on monsters with damage reduction, but on spells, character classes, and weapons. This revision of *Oriental Adventures* introduces two new weapon qualities that bypass damage reduction: honorable and jade.

An honorable weapon is a weapon imbued with the spirit of honor. A samurai's ancestral weapon is always considered honorable when the samurai who owns it wields it. A shaman or a sohei can imbue a weapon with honor using the *honorable weapon* spell (equivalent to the *align weapon* spell in the core D&D rules). A weapon with the soul of honor property is considered honorable, and deals additional damage to dishonorable creatures.

A jade weapon is manufactured from jade or is coated with jade powder. For purposes of bypassing damage reduction, weapons fashioned of Kuni crystal or obsidian are also considered to be jade weapons.

Humanoid Warriors: As described on page 7 of the *Monster Manual*, every humanoid presented as a 1st-level warrior now has the nonelite array of ability scores (13, 12, 11, 10, 9, 8). Except where noted below, the warriors presented here began with the following ability scores before applying their racial modifiers: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Monster Manual Monsters

To enhance the unique flavor of an *Oriental Adventures* campaign, change the damage reduction of certain monsters from the *Monster Manual* when using them in an *Oriental Adventures* game, as shown on the Damage Reduction table.

Revised Monsters

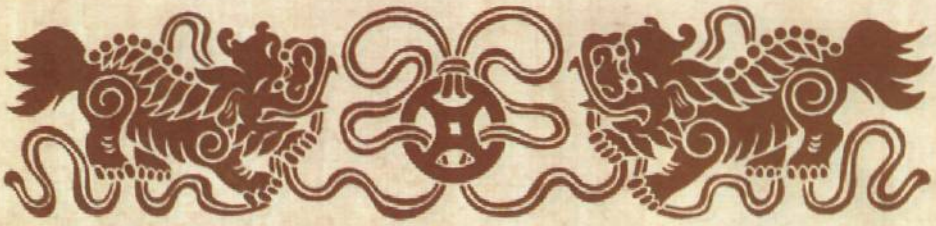
The entries below present changed information for every monster in *Oriental Adventures*. The format follows the presentation of monsters in the book, but only shows information that is different from what is printed. Separate entries for attack and full attack are not always shown. Damage reduction is shown on a line by itself, separate from any special qualities that might have changed.

Bajang

Space/Reach: 5 ft./5 ft.
Damage Reduction: 5/cold iron
Skills: Climb +18, Hide +15, Knowledge (nature) +12, Listen +13, Move Silently +11, Spot +13, Survival +11
Feats: Alertness, Toughness, Weapon Finesse
Alternate Form: See the *Monster Manual* glossary.

Damage Reduction Revision

Monster	Damage Reduction
Demon, Bebilith (Kiri no Oni)	10/jade
Monstrous Spider, Large, Fiendish (Goblin Spider)	5/honorable
Octopus, Giant, Fiendish (Garegosu no Bakemono)	5/honorable
Rakshasa	15/honorable and piercing



Bakemono
Hit Dice: 1d8+2 (6 hp)
Full Attack: Bite +4 melee (1d8+2) and 2 claws -1 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Abilities: Str 15, Dex 11, Con 14, Int 2, Wis 9, Cha 4
Saves: Fort +4, Will -1
Level Adjustment: +0
The entry given describes a bakemono warrior 1.

Bisan
Space/Reach: 5 ft./5 ft.
Damage Reduction: 5/cold iron
Skills: Hide +15, Knowledge (arcana) +14, Knowledge (spirits) +14, Listen +17, Move Silently +15, Spot +17, Survival +15
Feats: Alertness, Dodge, Improved Initiative, Weapon Finesse

Bog Hag
Medium Monstrous Humanoid (Shapechanger)
Full Attack: 2 claws +2 melee (1d6 plus disease)
Space/Reach: 5 ft./5 ft.
Saves: Fort +2
Skills: Bluff +7, Disguise +7*, Listen +5, Sense Motive +3, Spot +5
Fire Vulnerability: See the *Monster Manual* glossary.

Buso, Tigbanua
Hit Dice: 8d8+3 (39 hp)
Space/Reach: 5 ft./5 ft.
Skills: Listen +7, Spot +8
Feats: Alertness, Toughness, Weapon Finesse

Centipede, Spirit, Least
Space/Reach: 1 ft./0 ft.
Skills: Escape Artist +8, Hide +20, Intimidate +1, Move Silently +8
Feat: Weapon Finesse
Change Shape (Su): Replaces Alternate Form, otherwise as written.

Centipede, Spirit, Lesser
Space/Reach: 2-1/2 ft./0 ft.
Skills: Diplomacy +6, Escape Artist +6, Hide +19, Intimidate +4, Move Silently +11, Spot +5
Feats: Stealthy, Weapon Finesse
Change Shape (Su): Replaces Alternate Form, otherwise as written.

Centipede, Spirit, Greater
Space/Reach: 5 ft./5 ft.
Skills: Diplomacy +8, Escape Artist +10, Hide +14, Intimidate +8, Knowledge (spirits) +8, Listen +11, Move Silently +10, Spot +11
Feats: Alertness, Weapon Finesse
Change Shape (Su): Replaces Alternate Form, otherwise as written.

Doc Cu'o'c
Space/Reach: 5 ft./5 ft.
Damage Reduction: 5/jade
Skills: Bluff +17, Concentration +14, Diplomacy +19, Gather Information +6, Hide +13, Intimidate +19, Knowledge (local) +16, Knowledge (nature) +18, Knowledge (spirits) +16, Listen +19, Spot +19, Survival +17
Feats: Alertness, Blind-Fight, Combat Expertise, Improved Trip
Spell-Like Abilities: Replace *oath* with *lesser geas.*

Dokufu
Huge/Medium Aberration (Shapechanger)
Space/Reach: 15 ft./15 ft.
Saves: As human: Fort +6, Ref +7; as spider: Fort +13, Ref +9
Skills: Bluff +21, Climb +27 (+20 as human), Diplomacy +4, Disguise +11*, Intimidate +23, Listen +6, Spot +25
Implant Eggs: Add at the end, "A *remove disease* spell rids a victim of the eggs, as does a successful DC 20 Heal check. If the check fails, the healer can try again, but each attempt deals 1d4 points of damage to the patient."

Dragon, Lung, General
Refer to the *Monster Manual* entry on true dragons for introductory material. Lung dragons have alternate form, *detect thoughts, invisibility,* and *plane shift* (as detailed in *Oriental Adventures*), but their abilities otherwise conform to those in the *Monster Manual.*
Damage Reduction: Young adult 5/magic; Mature adult 10/magic; Very old 15/magic; Wyrm 20/magic
Treasure: Triple standard
Skills: In addition to the skills noted in the *Monster Manual* as class skills for all dragons, Disguise, Perform, and Swim are class skills for all lung dragons.

Gaki, Jiki-Niku-Gaki
Space/Reach: 5 ft./5 ft.
Skills: Hide +4, Listen +4, Move Silently +4, Spot +4
Feats: Alertness, Multiattack

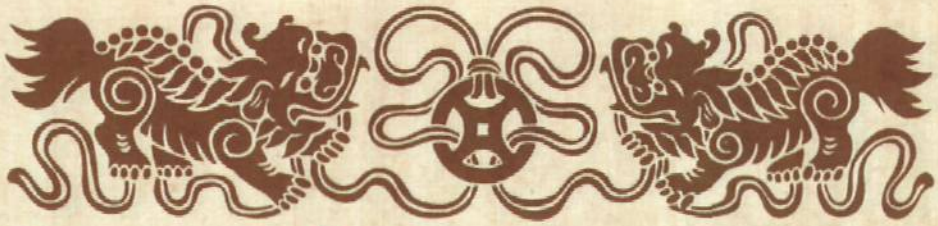
Gaki, Shikki-Gaki
Space/Reach: 5 ft./5 ft.
Damage Reduction: 5/honorable
Skills: Hide +3, Listen +5, Move Silently +4, Search +1, Spot +5

Gaki, Shinen-Gaki
Space/Reach: 5 ft./5 ft.
Damage Reduction: 5/honorable
Skills: Intimidate +5, Listen +7, Search +4, Sense Motive +5, Spot +7
Feats: Alertness, Weapon Finesse
Fire Subtype: See the *Monster Manual* glossary.

Gaki, Jiki-Ketsu-Gaki
Space/Reach: 5 ft./5 ft.
Damage Reduction: 10/honorable
Skills: Hide +11, Listen +14, Move Silently +11, Perform (string instruments) +13, Spot +14

Hannya
Space/Reach: 5 ft./5 ft.
Skills: Hide +9, Listen +9, Spot +10
Feats: Alertness, Blind-Fight, Dodge
Change Shape (Su): A hannya can assume the form of any humanoid creature. (This replaces its *polymorph self* spell-like ability.)

Hebi-no-onna
Initiative: +1
Space/Reach: 5 ft./5 ft.
Skills: Bluff +12, Concentration +9, Diplo-macy +15, Hide +9, Intimidate +13, Listen +12, Move Silently +9, Perform (singing) +11, Search +12, Sense Motive +12
Feats: Combat Casting, Empower Spell, Great Fortitude, Still Spell, Weapon Finesse



Hengeyokai
Medium Humanoid (Shapechanger)
Hit Dice: 1d8+1 (5 hp)
Attack: Katana +4 melee (1d10+1)
Space/Reach: 5 ft./5 ft.
Abilities: Str 13, Dex 11, Con 12, Int 10, Wis 7, Cha 8
Saves: Fort +3, Will -2
Skills: Climb +4, Disguise -1*, Jump +4
Feat: Weapon Focus (katana)
Level Adjustment: +0

Hopping Vampire
Space/Reach: 5 ft./5 ft.
Full Attack: 2 claws +11 melee (1d4+3)
Damage Reduction: 10/honorable
Skills: Climb +10, Intimidate +7, Jump +10
Feats: Toughness, Power Attack, Weapon Focus (claw)

Kappa
Space/Reach: 5 ft./5 ft.
Full Attack: 2 claws +9 melee (1d3+3)
Damage Reduction: 5/magic
Skills: Escape Artist +5, Hide +8, Listen +6
Feats: Toughness, Weapon Focus (claw)
Level Adjustment: +3

Ki-rin
Initiative: +4
Space/Reach: 15 ft./10 ft.
Skills: Concentration +20, Diplomacy +8, Knowledge (arcana) +19, Listen +22, Sense Motive +20, Spellcraft +21, Spot +22
Feats: Alertness, Blind-Fight, Flyby Attack, Iron Will, Lightning Reflexes

Korobokuru
Hit Dice: 1d8+2 (6 hp)
Attack: Scimitar +3 melee (1d4+1/18-20), shortbow +2 ranged (1d4)
Space/Reach: 5 ft./5 ft.
Abilities: Str 13, Dex 11, Con 14, Int 7, Wis 10, Cha 8
Saves: Fort +4
Skills: Listen +4, Spot +2, Survival +2
Feat: Alertness
Level Adjustment: +0

Mamono
Space/Reach: 5 ft./5 ft.
Damage Reduction: 5/ honorable
Skills: Bluff +15, Diplomacy +9, Disguise +15*, Intimidate +7, Sense Motive +10
Feats: Dodge, Mobility, Spring Attack
Taint (Su): Those hit by a mamono's bite or claw attack must succeed at a DC 17 Fortitude save or have their Taint score increased by +2. The DC is Constitution based.
Skills: A mamono gains a +4 racial bonus on Bluff and Disguise checks. *When using its *alter self* ability, it gains an additional +10 bonus on Disguise checks.

Naga, Shinomen, Greensnake
Hit Dice: 1d6 (3 hp)
Attack: Spear +0 melee (1d8), composite shortbow +2 ranged (1d6)
Space/Reach: 5 ft./5 ft.
Abilities: Str 10, Dex 14, Con 9, Int 11, Wis 12, Cha 13
Saves: Fort -1, Ref +2, Will +3
Skills: Bluff +4, Diplomacy +4, Knowledge (local) +4, Listen +5, Sense Motive +5, Speak Language (Rokugani), Spot +5
Level Adjustment: +1
The entry describes a greensnake expert 1. The expert began with the following ability scores before applying the greensnake racial modifiers: Str 8, Dex 10, Con 9, Int 11, Wis 12, Cha 13.

Naga, Shinomen, Chameleon
Large Monstrous Humanoid
Attack: Spear +2 melee (2d6+1), or composite shortbow +1 ranged (1d8)
Space/Reach: 10 ft./10 ft.
Saves: Will +3
Skills: Hide +9*, Listen +2, Move Silently +13, Spot +7
Level Adjustment: +2

Naga, Shinomen, Asp
Large Monstrous Humanoid
Attack: Spear +4 melee (2d6+3), or composite shortbow (+2 Str bonus) +1 ranged (1d8+2)
Space/Reach: 10 ft./10 ft.
Saves: Will +3
Skills: Climb +6, Listen +4, Spot +4
Feats: Cleave, Power Attack
Level Adjustment: +2

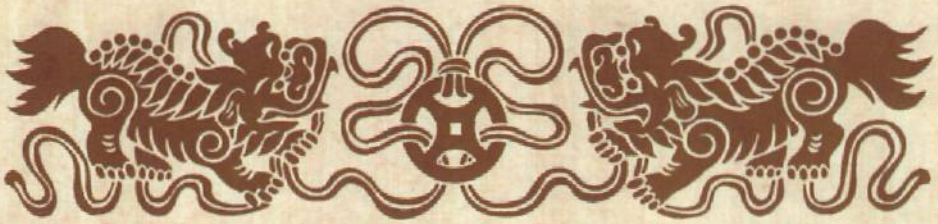
Naga, Shinomen, Cobra
Large Monstrous Humanoid
Attack: Spear +4 melee (2d6+3) or composite shortbow +3 ranged (1d8)
Space/Reach: 10 ft./10 ft.
Saves: Will +5
Skills: Concentration +8, Knowledge (arcana) +7, Spellcraft +9
Feats: Combat Casting, Spell Penetration
Level Adjustment: +3

Naga, Shinomen, Constrictor
Huge Monstrous Humanoid
Attack: Slam +7 melee (1d6+7)
Space/Reach: 15 ft./15 ft.
Saves: Will +9
Skills: Heal +13, Knowledge (arcana) +8, Knowledge (religion) +8
Feats: Iron Will, Skill Focus (Heal)
Level Adjustment: +5

Nat, Einsaung Nat
Space/Reach: 5 ft./5 ft.
Special Qualities: Resistance to electricity 5 and fire 5
Damage Reduction: 5/cold iron
Skills: Craft (any) +5, Diplomacy +6, Hide +12, Knowledge (local) +5, Listen +4, Search +5, Spot +3

Nat, Hkum Yeng Nat
Space/Reach: 5 ft./5 ft.
Special Qualities: Resistance to electricity 5 and fire 5
Damage Reduction: 5/cold iron
Skills: Bluff +8, Diplomacy +3, Hide +8, Intimidate +10, Listen +6, Move Silently +8, Spot +5
Feats: Alertness, Dodge
Spell-Like Abilities: Replace *oath* with *lesser geas.*

Nat, Lu Nat
Space/Reach: 5 ft./5 ft.
Special Qualities: Resistance to electricity 5 and fire 5
Damage Reduction: 5/cold iron
Skills: Hide +12, Intimidate +11, Move Silently +12, Spot +11
Feats: Dodge, Mobility, Multiattack



Nature Spirit
Damage Reduction: 5/cold iron
Wild Empathy (Ex): This power works exactly like the druid's wild empathy class feature. The nature spirit's effective druid level equals its Hit Dice.

Nature Spirit, Small
Space/Reach: 5 ft./5 ft.
Skills: Hide +10, Listen +4, Move Silently +6, Sense Motive +5, Spot +5, Survival +5

Nature Spirit, Medium
Space/Reach: 5 ft./5 ft.
Skills: Diplomacy +12, Hide +10, Knowledge (nature) +11, Listen +12, Move Silently +10, Sense Motive +10, Spot +12, Survival +10
Feats: Alertness, Improved Initiative

Nature Spirit, Large
Space/Reach: 10 ft./10 ft.
Skills: Diplomacy +17, Hide +13, Intimidate +15, Knowledge (nature) +16, Listen +17, Move Silently +13, Sense Motive +15, Spot +17, Survival +15
Feats: Alertness, Combat Expertise, Improved Initiative

Nezumi
Hit Dice: 1d8+2 (6 hp)
Attack: Nagamaki +3 melee (2d4+1/x3), or unarmed strike +2 melee (1d4+1), or composite shortbow +1 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Abilities: Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6
Saves: Fort +4, Will -1
Skills: Climb +4, Hide +1, Jump +4, Move Silently +1
Level Adjustment: +0

Oni, Common
Space/Reach: 10 ft./10 ft.
Feats: Cleave, Improved Bull Rush, Power Attack
Spit Copper: A copper globule is worth 1d4 gp and weighs 5 pounds.

Oni, Go-Zu Oni
Space/Reach: 10 ft./10 ft.
Skills: Climb +19, Jump +19, Listen +17, Spot +17
Feats: Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Oni, Me-Zu Oni
Space/Reach: 10 ft./10 ft.
Skills: Climb +19, Jump +19, Listen +16, Spot +16
Feats: Cleave, Combat Casting, Improved Sunder, Power Attack
Spells: Change *polymorph other* to *fire shield.*

Oni, Shadowlands
Regeneration: All oni take normal damage from jade or Kuni crystal weapons.

Oni, Haino no Oni
Space/Reach: 5 ft./5 ft. (15 ft. with tongue)
Skills: Balance +5, Bluff +11, Climb +15, Diplomacy +15, Disguise +11*, Hide +10, Intimidate +13, Jump +11, Move Silently +10, Sense Motive +8, Tumble +14
Feats: Acrobatic, Weapon Finesse

Oni, Ashi no Oni
Space/Reach: 10 ft./10 ft. (15 ft. with tentacles)
Damage Reduction: 10/jade
Skills: Concentration +13, Escape Artist +14, Hide +10, Intimidate +13, Listen +12, Move Silently +14, Spot +12, Survival +12
Feats: Dodge, Power Attack, Weapon Focus (thorns)

Oni, Sanru no Oni
Space/Reach: 5 ft./5 ft.
Damage Reduction: 10/jade
Skills: Balance +12, Bluff +12, Diplomacy +5, Intimidate +14, Knowledge (Shadowlands) +10, Listen +13, Move Silently +12, Search +10, Spot +13, Survival +11
Feats: Alertness, Flyby Attack, Power Attack

Oni, Kamu no Oni
Space/Reach: 10 ft./10 ft.
Damage Reduction: 10/jade
Skills: Balance +14, Climb +20, Intimidate +13, Jump +20, Listen +12, Survival +12
Feats: Cleave, Earth's Embrace, Improved Bull Rush, Power Attack

Oni, Shikibu no Oni
Space/Reach: 5 ft./5 ft.
Damage Reduction: 10/jade
Skills: Bluff +10, Diplomacy +6, Disguise +10, Hide +11, Intimidate +12, Knowledge (Shadowlands) +10, Listen +9, Move Silently +11, Search +10, Sense Motive +9, Spot +9
Feats: Dodge, Improved Initiative
***Enlarge* (Sp):** At will, a shikibu no oni can grow to Medium size as though affected by an *enlarge person* spell cast by a 7th-level maho-tsukai.

Oni, Ugulu no Oni
Space/Reach: 10 ft./10 ft.
Damage Reduction: 10/jade
Skills: Bluff +12, Diplomacy +4, Intimidate +14, Jump +20, Knowledge (Shadowlands) +12, Listen +14, Search +12, Sense Motive +14, Spot +14
Feats: Cleave, Great Cleave, Improved Bull Rush, Power Attack

Oni, Akuma no Oni
Space/Reach: 10 ft./10 ft. (5 ft. with tongues)
Damage Reduction: 15/jade
Skills: Bluff +17, Concentration +19, Diplomacy +6, Knowledge (Shadowlands) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15, Spot +16
Feats: Cleave, Dodge, Great Cleave, Mobility, Power Attack

Oni, Kyoso no Oni
Full Attack: 4 claws +10 melee (1d6+4), or unholy fire +6/+6 ranged (1d4 temporary Charisma)
Space/Reach: 10 ft./10 ft.
Damage Reduction: 15/jade
Skills: Bluff +15, Concentration +13, Diplomacy +19, Hide +8, Intimidate +17, Knowledge (Shadowlands) +13, Listen +14, Move Silently +12, Search +13, Sense Motive +14, Spot +14
Feats: Point Blank Shot, Precise Shot, Rapid Shot
Spell-Like Abilities: Remove *enlarge.*

Oni, Yattoko no Oni
Space/Reach: 15 ft./15 ft. (0 ft. with bite)
Damage Reduction: 15/jade
Skills: Bluff +20, Climb +23,

Concentration +22, Diplomacy +7, Hide +14, Intimidate +5, Jump +23, Knowledge (Shadowlands) +19, Listen +19, Search +19, Sense Motive +19, Spot +19
Feats: Cleave, Expertise, Great Cleave, Improved Sunder, Power Attack

Oni, Byoki no Oni
Space/Reach: 10 ft./10 ft.
Damage Reduction: 15/jade
Skills: Climb +20, Concentration +20, Diplomacy +3, Intimidate +17, Jump +24, Knowledge (Shadowlands) +17, Listen +18, Sense Motive +18, Spot +18, Survival +18
Feats: Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Power Attack

Oni, Gekido no Oni
Space/Reach: 10 ft./10 ft.
Damage Reduction: 15/jade
Skills: Climb +19, Hide +17, Intimidate +15, Jump +23, Knowledge (Shadowlands) +14, Listen +15, Move Silently +17, Spot +15
Feats: Cleave, Improved Bull Rush, Multiattack, Power Attack
Spell-Like Abilities: Remove *enlarge*.

Oni, Tsuburu no Oni
Space/Reach: 15 ft.15 ft.
Damage Reduction: 15/jade
Skills: Bluff +18, Concentration +23, Diplomacy +4, Intimidate +20, Knowledge (Shadowlands) +18, Listen +18, Search +18, Sense Motive +16, Spot +18
Feats: Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack

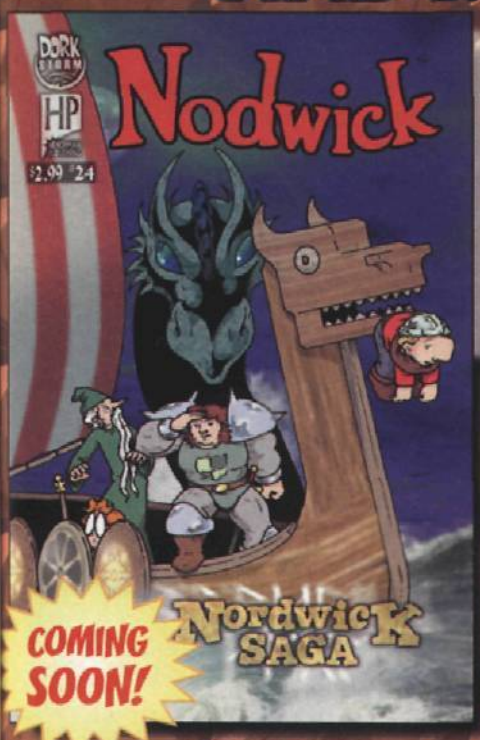
Onikage
Space/Reach: 10 ft./5 ft.
Skills: Jump +25, Listen +8, Spot +7
Feats: Alertness, Power Attack

Pennaggolan
Special Qualities: Resistance to cold 10 and electricity 10
Damage Reduction: 5/honorable

Rokuro-Kubi
Space/Reach: 5 ft./5 ft. (20 ft. with bite)
Skills: Bluff +7, Diplomacy +2, Disguise +10, Intimidate +2
Feats: Improved Initiative, Skill Focus (Disguise)

Shirokinukatsukami
Space/Reach: 10 ft./10 ft.
Special Qualities: Resistance to fire 10
Damage Reduction: 15/evil
Skills: Balance +17, Concentration +18, Diplomacy +22, Jump +11, Knowledge (arcana) +19, Knowledge (spirits) +19, Listen +19, Search +19, Sense Motive +19, Spellcraft +21, Spot +19, Survival +19, Tumble +15
Feats: Combat Expertise, Flyby Attack, Improved Disarm, Improved Initiative, Superior Expertise
Rake (Ex): Melee attack bonus +16, damage 2d4+2. See the *Monster Manual* glossary.

GET YOUR FIX OF MEDIEVAL MIRTH AND META-KID MAYHEM!



From the pages of Dragon Magazine, it's Nodwick! In this issue, our intrepid henchman and his adventuring employers are hired to rid a Viking village of a marauding sea serpent, sent by the gods themselves! Will our heroes be able to save the day, or will the only ones with a happy ending be the ship-builders? We're gonna need a bigger boat! Pick up Nodwick 24 in a few short weeks!

Ps238 is the public school for the children of superheroes, and some of its students have stumbled on a secret about the school! A mysterious section of the underground academy has been shut off and locked down tight. With a little superhuman effort, four kids have been able to penetrate its defenses. What will they find inside, and will they live to tell anyone? School is now in session! Pick up ps238 #5 today!

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Spirit Folk
Hit Dice: 1d8+1 (5 hp)
Attack: Short sword +3 melee (1d6+1/19-20), or javelin +1 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Abilities: Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8
Saves: Fort +3
Level Adjustment: +0

Tako
Space/Reach: 5 ft./5 ft.
Skills: Climb +12, Hide +13*, Move Silently +9, Swim +13
Feats: Multiweapon Fighting, Power Attack
CR: 3
Feats: Multiweapon Fighting (In combination with its natural abilities, a tako's Multiweapon Fighting feat allows it to attack with seven arms at no penalty.)

Tasloi
Hit Dice: 1d8+1 (5 hp)
Full Attack: Spear +2 melee (1d6), or 2 claws +2 melee (1d4), or spear +3 ranged (1d6)
Space/Reach: 5 ft./5 ft.
Abilities: Str 11, Dex 13, Con 12, Int 8, Wis 9, Cha 8
Saves: Fort +3, Ref +1, Will -1
Skills: Climb +9, Hide +6, Listen +2, Move Silently +2, Spot +2
Organization: Solitary, clutch (2-12), band (10-100 plus 30% noncombatants plus 1 4th-level fighter, 1 3rd-level shaman, and 2-8 spider eaters)
Level Adjustment: +0
The entry describes a tasloi warrior 1.

Tengu, Crow-Headed
Space/Reach: 5 ft./5 ft.
Skills: Diplomacy +3, Iaijutsu Focus +6, Intimidate +6, Sense Motive +7
Feats: Dodge[B], Mobility
Level Adjustment: +3
Spell-Like Abilities: 1/day—*shout*.

Tengu, Human-Headed
Space/Reach: 5 ft./5 ft.
Skills: Diplomacy +12, Iaijutsu Focus +10, Intimidate +10, Sense Motive +11
Feats: Dodge[B], Mobility[B], Spring Attack, Weapon Focus (katana)
Level Adjustment: +5

Toad, Giant
Medium Animal
Hit Dice: 2d8+2 (11 hp)
Space/Reach: 5 ft./5 ft. (10 ft. with tongue)
Feat: Dodge
Swallow Whole: The interior of a giant toad has an AC of 12.
Skills: All varieties of giant toad receive a +12 racial bonus on Jump checks.

Toad, Fire
Space/Reach: 5 ft./0 ft.
Skills: Jump +4, Listen +4, Spot +3
Swallow Whole: The interior of a fire toad has an AC of 10.
Fire Subtype: See the *Monster Manual* glossary.

Toad, Poisonous
Medium Animal
Hit Dice: 2d8+4 (13 hp)
Space/Reach: 5 ft./5 ft. (10 ft. with tongue)
Skills: Hide +11*, Jump +6
Feat: Dodge
Swallow Whole: The interior of a poisonous toad has an AC of 10.
Skills: *A poisonous toad's skin colors give it a +4 racial bonus on Hide checks.

Toad, Ice
Space/Reach: 10 ft./5 ft. (10 ft. with tongue)
Skills: Hide -1*, Jump +16, Listen +3, Spot +3
Feats: Dodge, Improved Initiative
Swallow Whole: The interior of an ice toad has an AC of 13.
Cold Subtype: See the *Monster Manual* glossary.
Skills: *An ice toad's coloration gives it a +4 racial bonus on Hide checks in areas of snow and ice.

Tsuno
Full Attack: Falchion +12/+7 melee (2d6+7), and bite +7 melee (1d8+2), and gore +7 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Damage Reduction: 10/ honorable
Skills: Bluff +14, Climb +16, Diplomacy +5, Jump +16, Listen +14, Spot +14
Feats: Cleave, Great Cleave, Power Attack
Level Adjustment: +2
Fear Cone: A tsuno can use this ability three times per day.

Wang-Liang
Initiative: +2
AC: 20 (-1 size, +5 natural, +6 splint), touch 9, flat-footed 20
Space/Reach: 10 ft./10 ft.
Abilities: Dex 15
Saves: Ref +4
Skills: Bluff +12, Diplomacy +14, Intimidate +14, Listen +12, Spot +12
Feats: Exotic Weapon Proficiency (lajatang), Two-Weapon Fighting, Weapon Focus (lajatang)
Level Adjustment: +3
Wields a lajatang sized for a Large creature; damage is correct.

Yeti
Space/Reach: 10 ft./10 ft.
Skills: Climb +8, Hide -1*, Move Silently +3, Survival +4
Feats: Power Attack, Stealthy
Level Adjustment: +3
Cold Subtype: See the *Monster Manual* glossary.

Yuki-on-na
Space/Reach: 5 ft./5 ft.
Damage Reduction: 5/cold iron
Skills: Bluff +15, Diplomacy +19, Hide +16*, Intimidate +6, Listen +15, Sense Motive +13, Spot +15, Survival +13
Level Adjustment: +3
Cold Subtype: See the *Monster Manual* glossary.
Skills: *A yuki-on-na gains a +4 racial bonus on Hide checks. In areas of snow and ice, the bonus rises to +12.
***Lose the Way* (Sp):** The character cannot use Survival to avoid becoming lost, and loses his innate sense of north if he has 5 or more ranks in Survival. The character cannot even find his way out of a closet without assistance, although he is perfectly capable of following other characters. D

X Marks the Spot

Setting Sail with Saber and Spell

by Frank Brunner · illustrated by Howard Lyon

By turns romantic, perilous, and thrilling, the salt-soaked life of a pirate is a perfect fit for a DUNGEONS & DRAGONS campaign. Kraken tentacles, scrag boarding parties, lashing maelstroms, even a tense midnight rendezvous with the king's daughter at the Rocks of Black Hope—all these and more are guaranteed to keep the campaign pulsing with excitement.

Because the possibilities are almost as numerous as the waves of the ocean, a pirate campaign can cater to many different character classes and player types. Roleplayers can haggle with grizzled rum merchants in sweltering port bars, hack-and-slashers can storm the nearest stockade to free their fellow buccaneers, and puzzlers can pore over the most cryptic buried treasure maps to bob across the sea in a bottle. Even character classes that one might not see as traditional pirates—monks and paladins—can actually play crucial roles in properly framed pirate adventures. This article details the roles of the different classes in a pirate crew. It also focuses on pirate methodology in a fantasy world and the items that corsair artificers craft for their captains and crew.

Historical Pirate Classes

Historically, these classes, or their mundane analogs, played a large role on pirate vessels.

Barbarians and Fighters: Many historical first-time pirates had no formal combat training whatsoever, but they learned quickly enough once on deck. For example, Blackbeard's associate Stede Bonnet, the Gentleman Pirate, was a sugar plantation owner before deciding to try his hand at buccaneering.

The cutlass was the favored weapon, both for its speedy maneuverability in close-quarters fighting (which was often encountered in a boarding raid or a tavern dispute), and for its shipboard utility (which included cutting lines and dividing pieces of eight). Barbarians—here defined as men not native to the same country as the majority of the crew—were also often found aboard pirate vessels. In fact, fully crewing a pirate ship could be a worry for a captain, and they often pressed into service barbarians captured in raids on foreign ships.

A fighter's or barbarian's typical role aboard a ship is the same as on land: muscle. These classes are expected to provide the backbone of any boarding party. To prepare themselves for this role, many fighter freebooters choose feats including Improved Bull Rush to knock opposing sailors overboard and Improved Disarm to capture high-ranking enemies unscathed, with the intention of later ransoming them. Many pirates have developed Great Fortitude as a result of living with the filth and disease endemic to most outlaw vessels. Endurance is also a common feat choice because of its help with swimming, diving, avoiding drowning, and surviving when marooned. Skill points are often spent on Swim, Climb, Intimidate, and Profession (sailor).

Bards: Musicians, even without magic, were always prized members of a pirate crew. The famous Articles of captain Bartholomew Roberts (also known as Black Bart) conclude with, "The musicians shall have rest on the Sabbath day only, by right; on all other days, by favor only." Sailors enjoyed music as a diversion when at leisure in the forecastle, but they also used songs called shanties to help synchronize tasks such as raising anchors (a capstan shanty) or sails (a halyard shanty). Typically, songs were performed in a responsive style, with the lead singer calling out a line and the crew repeating it, hauling during the chorus, resting and getting a better grip during the verses.

In a fantasy campaign, bards perform many of the same tasks. Their special abilities, however, make them even more useful to a pirate crew. The ability to inspire courage is invaluable. The bardic countersong ability is similarly indispensable when sailing through waters hunted by harpies or sirines (see the *Monster Manual II*). Bards who plan on a career of nautical larceny typically learn illusion spells to aid in retreats and ambushes, *animate rope* to help with shipboard maintenance, and *cure* spells to support the ship's cleric.

Rogues: With the exception of some royally chartered privateers, nearly all pirates were historically viewed as rogues, thieves, and scoundrels. Anne Bonny, one of many famed female pirates and the companion of Calico Jack, was a classic rogue, from a plot with her first husband to steal her father's plantation right up to her mysterious disappearance from a Bahamian jail (where she vanishes from the historical record).

A rogue's role on a pirate ship is defined by her skills. Many common deckhands are rogues who have spent the majority of their skill points on Balance, Climb, and Profession (sailor). Rogues that focus on working in the ship's raiding parties also take Use Rope, as it allows the pirate to throw grappling hooks onto a ship and pull alongside of it. Appraise allows the rogue to take an officer's position—the bursar—and with it she can distribute swag equitably (or not so equitably). Some rogues raise their Gather Information skill to learn of vulnerable, gold-laden merchant ships in local waters. Disguise is effective when a pirate captain needs to plant an agent on

the island governor's staff. The Hide and Move Silently skill combination is crucial to the success of covert missions sent to infiltrate enemy ships moored under the stars. Some rogues make a living in pirate ports simply sitting in a shop and Forging false papers of passage for vessels, people, and cargo. Finally, on a ship without a spellcaster, a *wand of fireball* and the Use Magic Device skill allow the rogue to assume the position of gunner.

Likely Pirate Classes

Although they played no historical role aboard pirate ships, these classes are natural additions to any pirate crew operating in a fantasy milieu.

Clerics and Druids: Ship's surgeons were virtually unheard of aboard historical pirate vessels. Often the cook, skilled with a cleaver, was called upon for service, which consisted of nothing more than amputation and a prayer against gangrene. Priests were equally rare, although there are stories of defrocked clergy signing on with outlaw vessels. In the Caribbean, some priests, doubtless feeling somewhat freed from Rome's stricture by the intervening leagues, were rumored to use their bluffside missions to scout potential targets for allied buccaneers.

The first duty of a cleric or druid aboard a pirate vessal is to maintain the health of the crew. A divine caster who does not prepare a heavy complement of *remove disease, neutralize poison,* and *cure* spells will face the plank. Second, after scurvy and filth fever are remedied, the cleric or druid is called upon to *control winds, control water,* and if possible, *control weather* (clerics frequently take the Air and Water domains to prepare these spells as domain spells). Clerics are also appreciated on board for their divination spells, while druids often choose a flying or swimming animal companion that acts as a vanguard and scout for the pirate vessel.

Rangers: A ranger aboard a corsair vessel is most likely a bounty hunter, employed by the captain to track down escaping life boats, high-profile members of another ship's crew, or even to ferret out traitors among his own crew. Rangers are also frequently sent on shore missions, where their wilderness skills become more useful. Treasure maps, both real and forged, are common in a pirate campaign, and a ranger might go ashore with a select team to follow the marked trail and search for any buried gold.

Despite the fact that their Track feat is largely ineffective on the water, rangers make good pirates because of their high skill points and excellent combat abilities. They typically focus on the same skills that rogues do, and they can't go wrong selecting either combat style available to them. The free Endurance feat is very useful to a pirate for the same reasons it is to a fighter. The *animal messenger* spell is superb for ship-to-ship or ship-to-shore communication, and *hide from animals* is priceless when diving for pearls in shark-infested waters. Like druids, pirate rangers typically choose an animal companion that can fly or swim. If a ranger is filling a bounty hunter role, most often his favored enemy is human.

Sorcerers and Wizards: Clearly there were no historical wizard or sorcerer pirates, but that shouldn't stop them from appearing in a fantasy campaign. Historical pirates did have cannons, guns, and even primitive hand grenades: In a D&D game, wizards and sorcerers can fill this artillery role. *Fireball, flaming sphere,* and *ice storm* are all widely prepared and cast. *Evard's black tentacles* cast on the deck of a ship about to be boarded can severely hamper its defense. To defend their own ships and crews, arcane casters often employ *protection from arrows, solid fog, wind wall,* and various illusion spells such as *mirage arcana.*

Enlarge Spell is a must have for any serious buccaneer evoker, because it allows her spells to reach the enemy from a greater distance. Skilled captains have been known to win battles by dancing their ships just outside the range of enemy mages but just inside the enlarged range of their own.

Shipboard wizards are often evokers, and both sorcerers and wizards often take the Spell Focus (evocation) feat. Sorcerers have an advantage over wizards in their greater number of spells per day, allowing them to act as an artillery piece with more "ammunition" in a protracted broadside battle. Sorcerers also have the advantage of not needing to worry about a spellbook dropping into the waves; fearing this eventuality, many wizards take the Spell Mastery feat.

Exotic Pirate Classes

At first glance, these classes might seem at odds with the pirating "profession." Yet, with the proper background, even monks and paladins can storm the seas.

Monks: Despite lacking the paladin's evangelistic zeal, monks are even more rare to see serving among a pirate crew. Living outside the law is anathema to them, and a rollicking, rum-and-plunder lifestyle hardly appeals to their ascetic discipline. Still, it is possible to imagine scenarios where a monk finds himself aboard an outlaw ship. Perhaps the empire has banned the monk's order, and now the only refuge for the lama and his disciples is a floating monastery, drifting from port to port, scavenging when it can, raiding empire merchant marines when it must, and always working to destabilize the bureaucracy.

If a monk does take to the high seas, he will find that some of his abilities are of limited use. His increased speed on deck is valuable, but not as valuable as it is on land. His reliance on unarmored combat is serendipitous in that it saves him the worry of drowning in heavy plate mail, but his emphasis on unarmed attacks is troublesome given that pirate ships often engage in ranged combat. Still, the monk has a moderate number of skill points, and he can spend them on Climb, Jump, Profession (sailor), and Swim to become a competent pirate. In melee, the monk shines, and his skill and discipline might mean that his chief role will be as a sergeant commanding boarding parties.

Paladins: While the paladin's alignment might preclude her from captaining an outlaw ship, it makes her a perfect privateer. Privateers own and operate their own ships, but they are lawfully sanctioned by their ruling monarch to attack pirate ships and the vessels of political enemies. With her powerful presence, impressive combat strength, and perhaps a newly installed shrine to Heironeous in the captain's quarters, a paladin is ready to sail against enemies of the state.

A paladin's abilities are only somewhat suited to a life at sea. The reliance on heavy armor becomes a liability when drowning is such a frequent peril, and large greatswords are unwieldy in close quarters. The paladin's mount is most useful only off the ship, and she does not gain a large number of skill points to learn the sailing trade. She does, how-

ever, have healing magic and *remove disease*, both quite handy when privateering. In the end, her typically high Charisma and strong sword arm will win her a place of esteem with the crew, possibly even the captaincy on a devout ship—but it's not always an easy journey.

A Pirate's Methodology

The three main tasks of the pirate captain are maintaining the crew and ship, evading capture, and winning plunder.

Maintaining the Crew and Ship: This is much easier in a fantasy world than it was historically. Assuming that the captain can either recruit or press a divine caster into service, the crew has access to healing magic, which can prevent or mitigate gangrene and maiming wounds. Ship maintenance is likewise easier. Careening the ship—running it aground and scraping its hull free of barnacles, weeds, and other detritus—was historically a universally hated chore. In a fantasy campaign, a druid or ranger's octopus companion, a sorcerer or wizard's summoned water elemental, or even an allied merfolk could swim under the ship and complete this chore at sea. If available, spells such as *ironwood* and *fabricate* are also useful for routine maintenance and hull patching.

Evading Capture: Conversely, avoiding prison proves much more difficult for a pirate in a fantasy world. Traditionally, a pirate could trust to the vastness of the sea to conceal his whereabouts; in fact, entire pirate port locations could be kept secret. That is more difficult to do when the Royal Society of Mages is constantly scrying for you. As a result, the pirate captain must shroud his identity and location with *misdirection, Mordenkainen's private sanctum, nondetection,* and *screen* spells. Freebooting captains also prize illusion spells of all sorts, for sufficient glamers can disguise a notorious man-o-war as an innocent barge, hide the crew's true nature, and mask the presence of contraband when the harbormaster comes aboard to assess the port taxes.

Winning Plunder: Taking booty is remarkably similar to the historical process. When a target is sighted, the captain raises a flag to communicate his intent (customarily, a black flag signified piracy and a demand for surrender; an additional red flag meant that no quarter would be given in the event of resistance). Assuming that the target resists, the captain directs his sorcerers, archers, and ballistae to fire upon the ship from a distance. *Magic missile, web* (to foul the rigging and prevent maneuvering), and *fear* are favored spells in these initial moments. Explosive spells such as *fireball* are only used as a last resort at this stage, because no pirate wants to destroy the booty in the other ship's cargo hold. Additionally, at this stage of the assault, aerial troops and summoned monsters are sent to battle the opposing crew.

After softening up the merchant, the pirate ship pulls alongside, using grappling hooks to secure the boats together, and sends across as many boarding parties as necessary. Typically, a boarding party is a five- or six-person gang headed by a sergeant. Individual sergeants are given specific targets, such as, "Attack the forecastle," "Loot the orlop deck," or "Hack down the mainmast." Combat is fierce, with many men pushed overboard, archers sniping from yardarms, and casters hurling spells from secluded positions in the castles. After the day is won, and the swag is safely aboard, the mages cast *obscure object* on any significant items to prevent magical tracking.

Pirate magic items

The following magic items were developed by or for pirates and privateers.

Pirate Grafts

From rollicking port towns to secret cave cities, pirate havens invariably feature a black market where outlaw mages ply their wares. A particularly ghoulish industry has grown up around the idea of pirate grafts. Grafts are non-sentient body parts that attach to a corporeal creature and enhance it in some way. See the *Fiend Folio* for complete rules on grafts. The Graft Flesh feat is reprinted for your convenience.

Eye of the Murky Deep: This eye is clouded by a seaweed-tinted cataract. At any time that it is not covered with an eye patch or similar item, it interferes with the grafted creature's eyesight. This interference gives a -2 penalty to Spot and Search checks. The graft must be uncovered to be used, but in certain circumstances, its benefits outweigh its drawbacks:. If all of the creature's other

Pirate Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range Increment	Weight	Type
Light Melee (Simple Weapon)							
Hook	8 gp	1d3	1d4	x4	–	1 lb.	Piercing
Light Melee (Martial Weapon)							
Cutlass	15 gp	1d4	1d6	19-20/x2	–	3 lb.	Slashing and Piercing

Cutlass: Popular with many sailors, the cutlass is a short, heavy, slightly curved blade useful for both stabbing and slashing. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed. The cutlass first appeared in the *Forgotten Realms Campaign Setting.*

Hook: A hook is a prosthetic appendage securely attached in place of a missing hand. A character using a hook cannot be disarmed. To attach a hook, a character must first be missing a hand (either right or left). Note that anyone with a hook suffers a -2 penalty on all skill checks requiring the use of hands. Note that attacks made with hook grafts count as natural attacks.

eyes are covered, then it is immune to gaze attacks. Furthermore, this eye guarantees that the user will always be able to see at a range of 20 feet when underwater, regardless of the lighting conditions. Magical darkness and blinding effects block the eye's power as usual.

Graft Flesh, *create water, darkvision;* Price 30,000 gp.

Golden Dancing Pegleg: This prosthesis is made of gold and gleams brightly in moonlight. It grants the grafted creature the use of the Mobility and Spring Attack feats, even if the creature does not normally meet their prerequisites. It also grants a +10 competence bonus to Perform (dance) skill checks.

Graft Flesh, *cat's grace, freedom of movement;* Price 55,000 gp.

Hot Iron Hook: This hook is constantly searing hot, as if just pulled from a bed of glowing coals. While it does not damage the grafted creature, it does deal 1d4 points of fire damage in addition to normal damage. This graft grants the pirate the ability to cast a variation of *mark of justice,* once per day, as a 9th-level cleric. This *mark of justice* brands the victim with the searing hook instead of writing upon him, and the spell's injunction is usually against some act of good, such as informing on the pirate, disclosing the location of buried treasure, or deserting the ship.

Graft Flesh, *heat metal, mark of justice;* Price 36,000 gp.

Leg of Squid: This odd pegleg is a mass of ten tentacles. The tentacles are only partially effective in supporting the weight of the grafted creature, whose base move is halved because of the uneven gait. The *leg of squid* adds a +4 to the grafted creature's grapple bonus, grants the Improved Grapple feat (even if the grafted creature does not meet the normal prerequisites), and grants a +10 competency bonus on Swim checks.

Graft Flesh, *Evard's black tentacles;* Price 40,000 gp.

Mutineer's Eye: This eye graft is a boon to turncoats, backstabbers, and others who strike when their targets are unprepared. In keeping with this graft's traitorous nature, the recipient's other eye is weakened, causing the creature to suffer a permanent -2 penalty on Spot checks. When the owner of this graft makes a sneak attack, the eye allows it to see its target's weaknesses more clearly, adding +1d6 to her sneak attack damage. Those with no sneak attack ability do not benefit from this graft.

Graft Flesh, *bestow curse, true strike;* Price 4,000 gp.

Ossified Pegleg: This hideous bone pegleg fools undead, granting the grafted creature a continuous *hide from undead* effect, which may be suppressed or reactivated as a standard action. In addition, the grafted creature can use *command undead* once per day, as a 5th-level cleric.

Graft Flesh, *command undead, hide from undead;* Price 36,000 gp.

Sailor's Hook: Popular with common pirates who spend their days among ships' rigging. A *sailor's hook* grants a +5 competency bonus on Use Rope and Climb skill checks.

Graft Flesh; crafter must have 1 rank in Climb and Use Rope; Price 12,500 gp.

Spyglass Eye: The spyglass eye allows the graft recipient to ignore the normal -1 penalty per 10 feet of distance that applies to Spot checks. The eye works out to a distance of 150 feet; after that, the cumulative -1 penalty per 10 feet begins accruing normally.

Graft Flesh, *guidance,* crafter must have 1 rank in Spot; Price 25,000 gp.

Teakwood Pegleg: A favorite among pirate officers, the buoyant teakwood pegleg grants the grafted creature a +5 competence bonus on Swim checks. The pegleg also adds to the creature's stability and grants a +5 on Balance checks. Finally, a secret, watertight compartment is built into it, large enough to contain items such as a rolled piece of letter-size parchment or a dagger. It requires a DC 20 Search check to find and open the pegleg's secret compartment.

Graft Flesh, *cat's grace;* Price 12,550 gp.

Inside the Dead Man's Chest

Pirate grafts are not the only items for sale in buccaneer havens. Recovered booty is often fenced in a port's black market. The prices listed here are standard market value.

Corsair Cutlass: This *+1 keen cutlass* may be used to cut lines, clean fish, or even hack down doors on boarding raids. When attacking an object, the *corsair cutlass* ignores half its hardness.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *keen edge;* Price 11,000 gp.

Death's Head Earring: This golden earring is fashioned into the familiar skull-and-crossbones motif. The wearer can use *deathwatch* at will, as a free action. Once per day, she may use *death knell* as cast by a 3rd-level cleric. This item does not use a magic item slot.

Faint necromancy; CL 3rd; Craft Wondrous Item, *deathwatch, death knell;* Price 18,480 gp; Weight —.

Dragonhead Bowsprit: Carved to resemble a black dragon, this bowsprit can emit a gout of acid once per day in a 60-foot cone. The acid deals 10d6 points of damage (DC 14 Reflex save for half). The bowsprit is not flexible and can only use its attack on targets directly ahead of the ship it is attached to. Pirate captains often direct this acid damage at ships they wish to scuttle, because unlike fire, electricity, or cold, acid deals full damage to nonliving objects.

Moderate evocation; CL 11th; Craft Wondrous Item, *acid fog, acid spray;* Price 14,000 gp; Weight 500 lb.

Flag of the Mariner: This flag is a gold trident on a white-and-azure barred field. Any ship sailing under this flag has its speed increased by one-quarter for one hour per day, as determined by the captain. Additionally, the officers and crew of such a ship operate continuously with a +2 competency bonus to their Profession (sailor) checks.

Graft Flesh Feat

Graft Flesh [Item Creation]

You can apply a certain type of graft to other living creatures or to yourself.

Prerequisite: Heal 10 ranks.

Benefit: Choose a type of graft: aboleth, beholder, fiendish, illithid, pirate, undead, or yuan-ti. You must be an aboleth to choose aboleth grafts. You must be a fiend to choose fiendish grafts. You must be an illithid to choose illithid grafts. You must be a yuan-ti to choose yuan-ti grafts. There are no additional requirements for choosing beholder, pirate, or undead grafts.

You can create grafts of your chosen type and apply them to other living creatures or to yourself. Creating a graft takes one day for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing half of this price.

This feat originally appeared in the *Fiend Folio.*

Pirate Flavor

The party is all on board. The fighter is the captain, the wizard is the first mate, the druid is manning the helm, and the rogue is marshalling the boarding forces. Now how do you make sure that this doesn't feel like just another dungeon adventure? Try these tips to inject pirate flavor into your campaign:

- Appeal to all five of the players' senses. Describe the feel of the salt spray on their wind-burned cheeks, the smell of the fish and turtles gutted on deck, the burning sun, and the cries of the top-men on the masts.
- Remember that armor is a tremendous liability. Balance, Climb, and Swim checks are all penalized by armor. A pirate in plate mail will probably be a short-lived pirate indeed!
- Require Balance checks when moving and fighting on a ship. In reasonably choppy waters, a ship deck should be considered at least an uneven or angled slope (Balance DC 10). See the *Player's Handbook*, page 67, for the rules on fighting while balancing.
- Require Fortitude saves for landlubbers on their first voyage. A failed save results in seasickness (treat as sickened), which lasts for 1d4 days or until the PC is on dry land (whichever comes first).
- Use pirate vocabulary. Treasure is swag, ale and mead are grog, and gold pieces are doubloons or pieces of eight. You can visit www.thepiratesrealm.com for a vocabulary list.
- Use the weather to your advantage. A sudden squall might blow up, requiring Reflex saves to avoid being washed overboard (see the *Dungeon Master's Guide*, page 95, for wind effect DCs). Lightning might strike a spar, sending it tumbling down, requiring yet another Reflex save.

Moderate transmutation; CL 9th; Craft Wondrous Item, *expeditious retreat;* Price 90,000 gp; Weight 4 lb.

Flag of Terror: This pirate flag is a blank scarlet field. Those who have felt its power say that their nightmares appear in horrific detail on the flag when it is activated. The captain of a vessel flying this flag can cast *phantasmal killer* once per day against any ship he can see and to which he has line of effect. If he can make out an individual person aboard the ship, he may target that person. Otherwise, the *phantasmal killer* attacks the target ship's captain.

Moderate illusion; CL 9th; Craft Wondrous Item, *phantasmal killer;* Price 23,000 gp; Weight 4 lb.

Mephit Decanter: A silver carafe fluted with aquamarine, this vessel has the ability to pour forth either a water mephit or an ooze mephit once per day (user's choice). The mephit serves as though summoned by a *summon monster* spell for a duration of one hour. Monarchs often present these ornate vessels to newly commissioned privateer captains.

Moderate conjuration; CL 7th; Craft Wondrous Item, *summon monster IV;* Price 20,000 gp; Weight 3 lb.

Ship in a Bottle: This odd glass bottle is similar in function to an *iron flask*, but instead of trapping outsiders, it traps ships. Once per day, when the user speaks the command word, she can force any one ship within 60 feet into the bottle, provided the highest-ranking sailor onboard the ship fails a DC 22 Will save. Each member of the crew (except for the highest-ranking sailor onboard) is then allowed a save, but success means only that crewmember escapes imprisonment (the ship is still captured, but the crewmember falls into the water where the ship recently was). Loosing the cork frees the trapped ship. If the ship is freed without a large body of water within half a mile, the ship appears on land directly in front of the bottle.

While trapped in the bottle, the miniaturized crew does not age, nor do they need to eat or drink. They are aware of their surroundings, but can in no way move or communicate beyond the glass barrier, including with the use of *teleport, plane shift,* or even *sending* spells. From the outside, the crew can be seen to move about in the rigging, play cards, duel, and so forth.

The owner of the bottle may use the command word to free the ship in the bottle. When she does so, she may compel the crew to serve her, as per the *geas* spell.

If the bottle is destroyed while a ship is trapped within it, the ship's highest-ranking sailor must immediately make another DC 22 Will save. A successful save frees the ship and crew; a failed save results in the ship and crew being irrevocably destroyed. Only divine intervention can bring them back.

Overwhelming conjuration; CL 21st; Weight 1 lb.

Wheel of Obad-Hai: The spokes of this massive steering wheel are carved in the shapes of frolicking sea cats, majestic whales, and gusting wind and clouds. The captain of a ship with this wheel installed may cast *control winds* and *control weather* each once per day.

Strong transmutation; CL 13th; Craft Wondrous Item, *control weather, control winds;* Price 67,860 gp, Weight 100 lb. D

Adventure Seeds

The following adventure ideas can be used to introduce pirates into your campaign or to introduce PCs to lives of piracy.

- The heroes' ship is hulled and foundering while a Royal Navy frigate closes in. The party must dive to the bottom of the lagoon, where a *lyre of building* is rumored to lie in a shipwreck. If the party defeats the wreck's lacedon and mohrg guardians, they can surface with just enough time to play the lyre, repair the ship, and meet the frigate as a seaworthy foe.
- The party cleric's cousin has perished and bequeathed to the cleric the captaincy of his pirate brigantine, the *Indigo Blade*. The cleric might be inclined to disown the rowdy crew and this unsavory inheritance—until she learns that the crew has sworn to rescue the late cousin's innocent son, and they need her to captain them into the Earl's fortified harbor and lead the assault on his island redoubt.
- In a port tavern, the necromancer Prothane Zur approaches the party wizard. He offers 2,000 gp for all of the blood, ichor, and fluids spilled across the deck of the party's next boarding raid. It takes a DC 15 Craft (alchemy) check to collect the specimens properly. Unfortunately, the necromancer is known and wanted, and just as the party is completing the deal, a dozen gendarmes burst into the tavern.

The Wickedest City in the World

Port Royal

by Shelly Baur · illustrated by Shawn Brown

The tide would turn in two short hours, and the *HMS Centurion* would sail with her. Captain Myng's press gangs roamed the streets, dragging drunken sailors from the gutter to serve on the 46-gun ship—he'd lost more than two-dozen men on the last raid on Hispaniola. The captains whose men he stole would curse his name, but they were still asleep, and by the time they woke, the *Centurion* would be gone. Another fine day was dawning in Port Royal.

Port Royal, Jamaica, was the citadel of English piracy in the Caribbean, a government-sponsored den of villainy and vice, where hard men could spend the doubloons stolen from Spanish ships. In the second half of the 17th century, it was ruled by a succession of governors willing to forgive anything in the name of money and British sea power.

Until 1655, Port Royal belonged to the Spanish, who had already killed off the native Arawaks and Caribs. In that year, a British expedition, unable to win through at Cuba or Hispanola, turned to easier prey: Jamaica. Winning against the few farmers and fishermen, they founded Port Royal and thus acquired the perfect base of operations right in the heart of the Caribbean. To protect the city from Spanish reconquest, the governor invited pirates to dock in the harbor. He also issued Letters of Marque (essentially licenses to hunt Spanish ships) to encourage privateers. Thus, privateers and pirates had a safe port to spend their booty and Port Royal flourished from both a share of the plunder and the free spending. Yet all bad things must come to an end.

Beginning in the early 1680s, the Port Royal government tried to switch to legitimate trades like slavery and shipping. Whether this would have continued building the city's fortunes is unknown, for an earthquake in 1692 sank most of the city. True to the city's heritage, looters cleaned up after the devastation.

Characters

To raid the treasure fleets of other nations without starting a war, the English issued Letters of Marque to pirates. As long as 10 percent of the profits were tithed to England, these privateers had the king's permission to seize ships of specified nations without suffering consequences at home. Of course, to all other countries, they remained pirates. A few of the most famous Port Royal pirates include:

Captain Christopher Myngs "El Diablo" (Ftr 8/Ari 2): Myngs led the Port Royal privateers starting in 1657. Ordered by King Charles II to open up free trade, Myngs took this to heart. Believing that the best protection was a good offense, he often let fly the forty-six guns of his frigate, the *HMS Centurion*, and those on eleven other ships he commanded. He netted an especially large haul sacking the city of Coro, Venezuela. Myngs earned a knighthood by giving the crown a percentage of his profits and by protecting Port Royal.

Captain Henry Morgan (Ftr 8/Rog 5): Morgan commanded Port Royal's privateers from 1668-71. He plundered Portobelo in 1668 and sacked Panama City in 1671. He was appointed deputy governor in 1674. Once piracy was banned, he turned on his colleagues who did not take advantage of the general pardon issued in 1688. Fatter and richer, Captain Morgan finally retired to enjoy the rewards of knighthood and sip rum on his Jamaican estate of 6,000 acres until his death in 1696. To the end,

Morgan dressed like a gentleman, with long brown curly hair, a mustache, goatee, and clothes befitting his position as a landowner.

Captain Roche Brasilano (Rog 10/ Ftr 8): This fearless pirate took his ships right before the guns of Havana. In Port Royal during the 1670s, Roche was best known for his extreme debaucheries. His many followers rendered him invulnerable to authorities—no tithing profits to the government for him. Rumors claimed he hid a fortune of 100,000 pieces of eight. In Port Royal, Roche could often be found carousing with a wine keg in the streets, aiming his guns at passersby, "requesting" they join him in a drink. Roche sported a thin mustache, curly hair, and thick nose. After his capture, the Spanish Inquisition tortured him to death.

Sir Thomas Modyford (Ari 8): King Charles II appointed Modyford governor in 1664 and ordered him to stop privateering in Port Royal and instead focus on sugar and slavery. Modyford gave up after realizing the city would not only be vulnerable but poor. As an enthusiastic convert to the pirating life, he sent Henry Morgan on the successful raid of Panama after the English and Spanish had reached a peace treaty. The king hauled Modyford back to London in chains, but his status as a national hero eventually saw his release from prison.

Alexander Exquemelin (Clr 5): A private surgeon aboard various privateering vessels, he witnessed many of the tales he wrote of in *The Buccaneers of America*, published in 1674. He often sailed with Captain Morgan, but after the 1671 raid of Panama City, they had a falling out and parted ways.

Cristóbal Arnoldo Ysassi (Ftr 12): One of the Spaniards who lived on Jamaica when the English captured it, Ysassi was determined to recapture his home. He used guerrilla tactics against the English from 1655 until his final defeat leading the Spanish expedition of 1660.

Other captains anchoring at Port Royal included Sir Thomas Whetstone, Captain Smith, Captain James, and Captain Mansfield. Most of the town was a stew of corruption, filled to bursting with gamblers, slaves, prostitutes, indentured servants, gunsmiths, ivory carvers, traders, and, of course, privateers and pirates.

Timeline

Pre-1492	Arawaks and Caribs share the island paradise of Jamaica.
1492-1655	Jamaica under Spanish rule
1655	English conquer Jamaica for Cromwell.
	Founding of Port Royal, Jamaica
1657	Port Royal issues invitation to pirates.
	Port Royal issues Letters of Marque.
	Christopher Myngs becomes commander of the Port Royal privateers.
	Spanish spy in Port Royal
	First Spanish invasion under Ysassi
1659	Myngs raids Coro.
1660	Last Spanish invasion under Ysassi
1661-1685	King Charles II rules England.
1664	Sir Thomas Modyford becomes governor.
1665-1667	Second Dutch War
1668-71	Henry Morgan commands Port Royal privateers.
1670	Spanish issue their own Letters of Marque.
1671	Morgan raids Portobelo and Panama City.
1672-1678	Third Dutch War
1681	Jamaica's Council passes many anti-piracy laws.
1682	Anti-piracy laws actually enforced.
1683	Jamaica Act passes, forbidding privateers and piracy.
1685-1688	James II rules England.
1688	The Crown grants a general pardon for those who give up piracy.
1689-1702	William and Mary rule England.
1692	Earthquake sinks Port Royal on June 7th.

Port Royal Sites

By 1692 Port Royal's population had grown to 1,600 men, 1,400 women, perhaps 1,000 children, and 2,500 slaves, while sailors and other visitors could number between 500 to 2,000 at any given time.

Admiralty Court: Naval crimes, like piracy, were often tried here.

Courthouse: Simpler public cases were tried at the courthouse, located conveniently next to the hanging grounds, Gallow's Point. Lesser offenders served time at one of the two prisons: Marshallsea (for men) and Bridewell (for women). Punishments immediately followed sentencing, so rowdy crowds cheered harsh verdicts. They loved the cheap entertainments of public whippings, dunkings, and hangings.

Customs House: Used by the governor for the colony's business and also the site for the court of chancery, which tried the most difficult cases.

Defenses: Prevailing winds forced ships to enter the harbor from the east, past reefs and through a narrow channel watched over by the guns of Forts Rupert, Morgan, and Charles (originally, Fort Cromwell). As they sailed into the harbor, ships passed under the guns of Forts Walker, James, and Carlisle. More than 300 cannons at these sites, plus those aboard the privateers, protected the town. The full garrison included several hundred regulars and a militia of townsmen. British warships were only found at Port Royal in its later years, since they were too precious to waste there early on. A beacon system around Port Royal warned of attack.

Governor's Mansion: As a Crown property, Jamaica was only subject to the king, making the governor the country's Prime Minister and the Jamaican Assembly the equivalent of Parliament. All governors commanded the army, three forts, and two armed batteries. They also appointed the privateers' commander.

Harbor: Port Royal had one of the best harbors in the Caribbean; ships could moor in either deep or shallow water, well protected from storms. Around 500 ships docked there annually. The exposed southern side was not

used for shipping. The deeper north side measured six fathoms deep, allowing ships to move cargo directly to and from the piers. High wharfage fees gave captains an incentive to load and unload quickly, paying premium prices to dockworkers.

Small schooners and sloops anchored in the western part of the harbor known as the Chocaleta Hole. Larger ships, whose captains did not want to tie up in the expensive northern piers, anchored offshore and transferred cargo via smaller craft. Traders, fishermen, turtlers, and most privateers anchored there.

Entering the harbor from the Northwest, the Rio Cobre provided fresh water for the town. Watermen carted barrels of water into town, selling it to ship captains, innkeepers, bathhouses, and washerwomen.

King's Warehouse: Located on the north side of the harbor, the King's Warehouse was also the registry or harbormaster's house. All visitors had to register there or be considered spies. Most other wharves and warehouses were located nearby.

Markets: All goods were priced five times higher than usual due to importation. Beer and rum were the exceptions, going at only double their usual rate. The large produce market contained two bakeries and was located on High Street. Two smaller markets sold fish and meat.

Merchant's Exchange: The main site of business transactions, legal or not. Many privateers rounded up credit at the Exchange to fund their larger raids and expeditions, returning afterward with goods to sell. Business stopped at noon for a three-hour siesta during the hottest part of the day.

Palisadoes: The silt and gravel that accumulated over the years created a natural causeway known as the Palisadoes, which connected Port Royal to the mainland until it sank during the earthquake.

Plantations: Outside town, plantations based on land grants offered by the British Crown encouraged white settlers, who could also gain British citizenship. The planters formed an agricultural block that was often at odds with the privateers; they wanted respectability instead of pirate hordes. Indentured servants, some pressed into service by force, also worked on the plantations. Many tried to run away on pirate ships.

St. Paul's Church: This Anglican church was often empty. Port Royal citizens practiced a great deal of religious tolerance until the crackdown on the mostly Catholic pirates by the Anglican governors beginning in the 1680s.

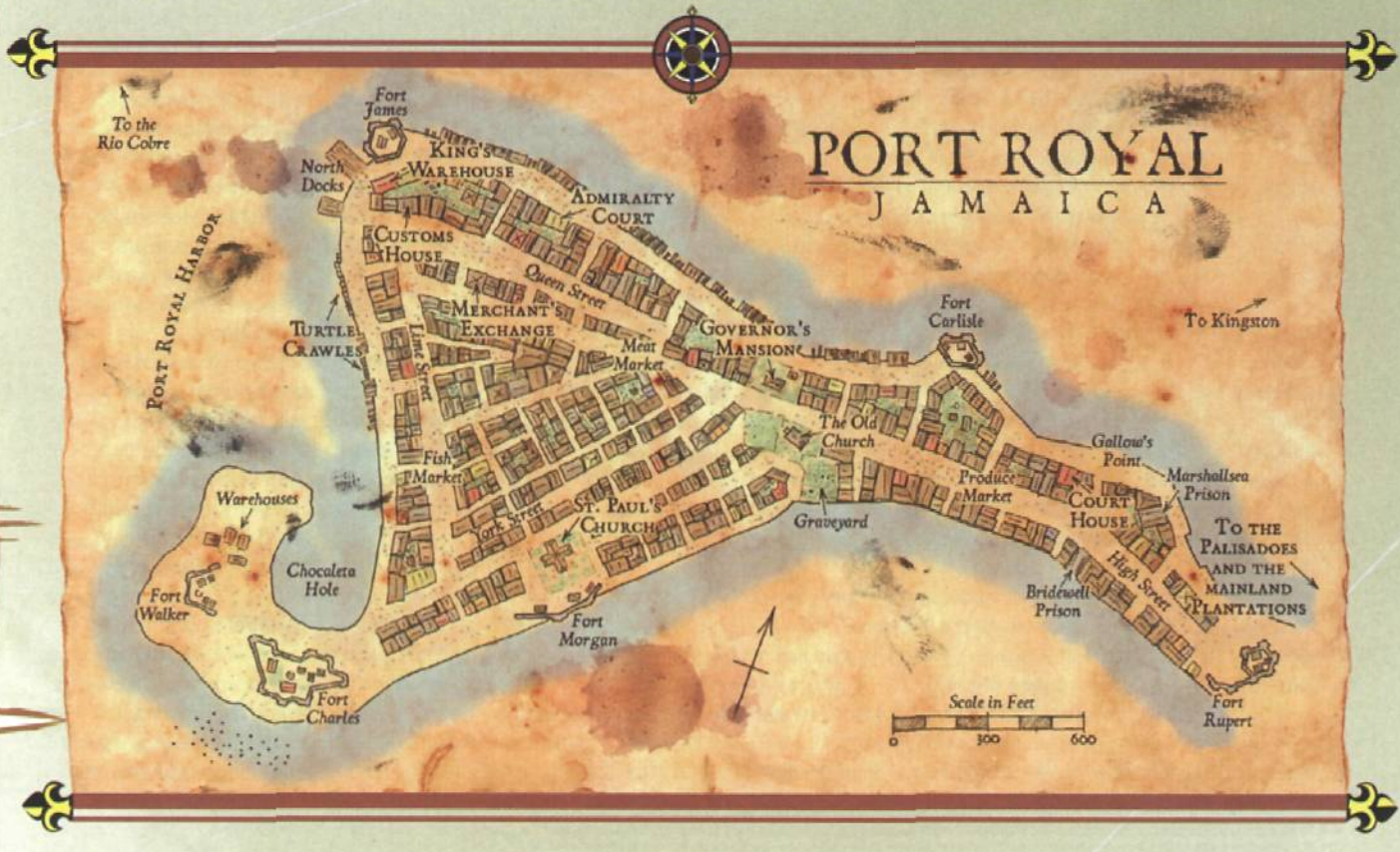
Taverns: Many Port Royal households earned extra income by doubling as small pubs or renting rooms. The larger taverns had separate establishments under one roof for different classes. Locally produced beer and rum were cheap; European whiskies popular with the upper crust were not. Well known taverns included: The Black Dogg, The Blue Anchor, The Cheshire Cheese, The Green Dragon, The King's Arm, and The Sign of the Mermaid. Some taverns also ran gambling dens, brothels, and inns; but these were also found as separate businesses.

Turtle Crawles: Here, turtlers enclosed giant sea turtles in a foot of water after capture. When they reached a good size or when many ships arrived in Port Royal, the turtles were sold at the nearby fish market. Many establishments served turtle stew daily.

Ships Ahoy!

There were more ships sailing between Europe and the Caribbean than just pirates in the 1600's. Here are some of the other types of vessels a party might encounter on the seven seas.

Merchant and Government Ships: Dutch and Spanish galleons sailed in



The Golden Altar of Panama City

The centerpiece of the city's main cathedral, the golden altar stands 28 feet tall. Cast in hollow gold, a creature that lies upon it heals 1 hp per hour. If someone chants the secret prayers (known only to the monks that protect the altar, for 24 hours) anyone resting upon the altar for that period is affected by *remove disease*.

Rumors say that, its magical abilities aside, the altar is worth as much as 1,000,000 pieces of eight. Those who know of its holy powers realize that the altar, along with a monk who knows its secret prayers, make it virtually priceless.

Faint conjuration; CL 5th; Craft Wondrous Item, *cure minor wounds, remove disease*; Price 7,600 gp; Weight 25,000 lbs.

deep water whereas smaller sloops were more maneuverable and could sail in shallow water. Port Royal privateers initially could only take Spanish ships legally, but during the Dutch Wars, Dutch ships could also be taken without reprisals. However, many Port Royal ships carried Dutch sailors who refused to attack their own countrymen.

Military Ships: Most countries floated frigates, large, fast ships carrying 5-30 cannons and around 100 sailors. A few privateers captained frigates, but most made do with smaller ships like brigantines, pinks, and barques, which held around 50 crewmen and 5 cannons.

By 1661, the Spanish Navy had such a small number of warships that it could not defeat England. Thus, battles to recapture Port Royal came only in the early years, between 1655 to 1660. Pirate and privateer ships provided the main defenses, since no permanent English warships patrolled Port Royal regularly until 1685. Two British warships, the *HMS Guernsey* and *HMS Swan* were docked in the harbor on the day of the earthquake.

The Treasure Fleet of Spain: The best prize of all, the Spanish Silver Fleet, picked up treasure at fortified ports along the coast starting in Venezuela. After wintering in Cartegena, Acapulco, and Veracruz, all the ships gathered in Havana before sailing for Spain. Between hurricanes, reefs, pirates, and the English Royal Navy, not many ships ever reached Spain. After no ships made it home in both 1656 and 1657, the Spanish abandoned regular shipments. From then on their schedule varied: Some years no ships sailed, at other times the entire fleet sailed together, and sometimes galleons went individually. Rumors of the fleet's whereabouts constantly circulated in Port Royal, although accurate details could often be bought in Spanish colonies.

Ports to Plunder and Pillage

The larger Spanish and Dutch port cities had enough fortifications to persuade all but the most fool-hearty pirates to avoid them. Only the commander of a fleet like the Port Royal privateers could hope to succeed at taking such prizes. Their shore batteries had larger cannons than most small vessels could carry. Their size enabled them to shoot greater distances, so a typical shore battery could fire three rounds before attackers were able to start fighting back. Several galleons in port, loaded with their own cannons, would also fire against raiders. Very few pirates tried to take any port from the unwalled jungle side because of the work involved in clearing a sizeable path.

Coro, Venezuela: In 1659, Captain Myngs and his crew seized 22 chests with 400 pounds of silver, valued at 1,500,000 pieces of eight, from Coro. They also made off with a great deal of jewelry and cacao beans. Both Myngs and the governor took more than their share from of the booty, and then each accused the other of being a thief.

Portobelo, Panama: In June 1668, 400 men under the command of Captain Morgan managed to capture this major port town. Using nuns and friars as human shields, Morgan attempted to take advantage of Spanish piety—unsuccessfully. The governor not only shot the clergy in an attempt to stop the pirates, he blew up the town fort with himself and the garrison inside rather than see it captured. The looted treasure included 250,000 pieces of eight, 300 slaves, and warehouses stuffed with trade goods.

Panama City, Panama: Now infamous in Port Royal for taking Portobelo, Captain Morgan easily recruited around 2,000 crewmembers and the necessary ships to transport them. He set his sights on the very rich and well fortified Panama City. Arriving on December 19, 1670, the crew built large canoes to take them up the Chagres River into the city. On January 9, 1671, 1,400 men in 36 canoes started up the river.

The Spanish used a variety of tricks and defenses against Morgan and his pirates. First, a fortified castle guarded the Chagres River; it took 500 men to overrun it and gave the city time to evacuate its riches. Second, all food was removed along the riverbank, forcing Morgan's unprepared pirates to eat their leather shoes. Third, a galleon fled the city via the Gulf of Mexico, saving

Booty

The majority of this article presents prices in pieces of eight, the most common currency circulated in and around Port Royal during the 1600's. Spanish minted, a piece of eight was a soft, silver coin that could be physically cut into eight parts (pieces of eight), allowing easy change making and division of wealth. Several other types of coin were also minted in this period and circulated throughout the Caribbean, the most famous of these being the doubloon. For ease of conversion into a standard D&D economy, consider 1 doubloon equal to 1 gp. Thus, any value in pieces of eight can be divided by 16 to determine its gp value. Below are several other types of Spanish currency common to Port Royal at the period and their values.

Coin	Equivalent Doubloon	Equivalent Escudoe	Equivalent Piece of Eight	Equivalent Reale
Doubloon	1	8	16	128
Escudoe	1/8	1	2	16
Piece of Eight	1/16	1/2	1	8
Reale	1/128	1/16	1/8	1

5,000,000 pieces of eight. Fourth, the Spanish created a cattle stampede. Fifth, 600 cavalry, 2100 infantry, and several large cannons fired upon the oncoming invaders. Sixth, a monk painted the Golden Altar (see the The Golden Altar of Panama City sidebar) of the cathedral white, which fooled the pirates. Lastly, the president set fire to the town, destroying many warehouses. Even with the 200 warehouses destroyed and despite their losses, the expedition earned 750,000 pieces of eight by ransoming prisoners.

Divide the Booty

Caribbean pirates would draw up a "code of conduct" before sailing that included share division. Returning to port, injured pirates received recompense (for example, 500 pieces of eight for a lost limb). The Port Royal government also received 10% of their privateers' spoils. Once these obligations were met, the crew received their payment depending on how many shares they were entitled to. For instance, a sailor with 1 share in a crew of 100 would receive 1/100th of the remaining treasure. Good hauls paid out 1,000 pieces of eight per share and a truly stunning haul gave 4,000 pieces of eight per share.

Adventure Hooks

Piratical adventuring doesn't need to be just wandering the sea-lanes and preying upon every merchant vessel that comes in sight (although that can be a big part). Here are a variety of adventure ideas and options to make the most of any pirate-themed game.

Cheating Pirates: Henry Morgan receives 750,000 pieces of eight by ransoming the citizens of Panama City. Rather than share the wealth, he cheats the other pirates by hiding it somewhere in Port Royal. Adventurers need to track down both Morgan (for pirate justice) and the treasure.

Earthquake: Mid-day on June 7, 1692 the earth roils. Port Royal's sandy base liquifies, capturing some people in quicksand and sucking them down. Buildings crash. Soon, a tidal wave comes through, killing even more people. If the PCs survive, they must choose to loot, help the survivors, or do nothing. Acting-Governor White attempts to restore order. He especially needs clerics to tend the wounded, fighters to stop the looting, and spellcasters who can calm the earth tremors, which continue for some time. Sharks make underwater rescue hazardous. Also, food prices rise astronomically, and most medicine and spell components are impossible to find. Anyone who can bring these in quickly would make a fortune in price gouging or be declared a hero if they give them to the needy.

Indian Curse: A pirate reports seeing Indian canoes in the harbor, but all the Indians are dead. Soon after, the pirate dies, and the legend of the Indian curse is born. More people see the canoes, and all of them die, too. Can the adventurers lay the curse to rest?

Privateers Banned: The Jamaican Governor annuls the Letters of Marque and cracks down on piracy. If the PCs accept the king's pardon, the Governor hires them to track down anyone who remains a pirate. Those who aren't hired can still work as privateers for the Governor. Lawful privateers could hook up with merchants in the city to try to overturn the ban and retain the wealthy lifestyle they have come to enjoy. If the PCs keep raiding, the Governor's bounty hunters go after them.

Spanish Showdown: In 1655, the Spanish guerrilla leader Ysassi unites the Spanish refugees. However, he needs more muscle if he hopes to retake Port Royal. Spies are needed, too, to figure out the town's defenses. Capturing a Port Royal pirate captain for more information would also be highly rewarded. Adventurers can engage in guerrilla warfare and take part in the more organized expeditions of 1657-1660.

For Your Campaign

- Offer your players English Letters of Marquee. If they accept, Port Royal becomes their de'facto base for adventures in the Caribbean. Not only will this bring them into contact with other famous pirates, it could make them rivals for the same treasures, resources, and title as "Most Feared Pirate in the Caribbean."
- Introduce the politics of legitimized piracy. In the great game of court and international politics, politicians abroad and nobles at home can easily influence national policies through the raids and threat of privateers. While this mainly entails raiding other nations' ships, a case of mistaken identity (or nationality) at sea could have far-reaching international repercussions.
- After a night of reveling or when they are in dire need of healing, the characters are press-ganged onto a privateering vessel. While on board they must run the gambit between sabotaging their "captors," trying to escape, aiding their shipmates in battles, and making sure the ship stays afloat.
- Have the players in Port Royal as the government begins to go legitimate and puts an end to privateering. After spending years looting and pillaging within the bounds of the law, what does the party do when their largest resource and ally demands they put an end to their adventures? D

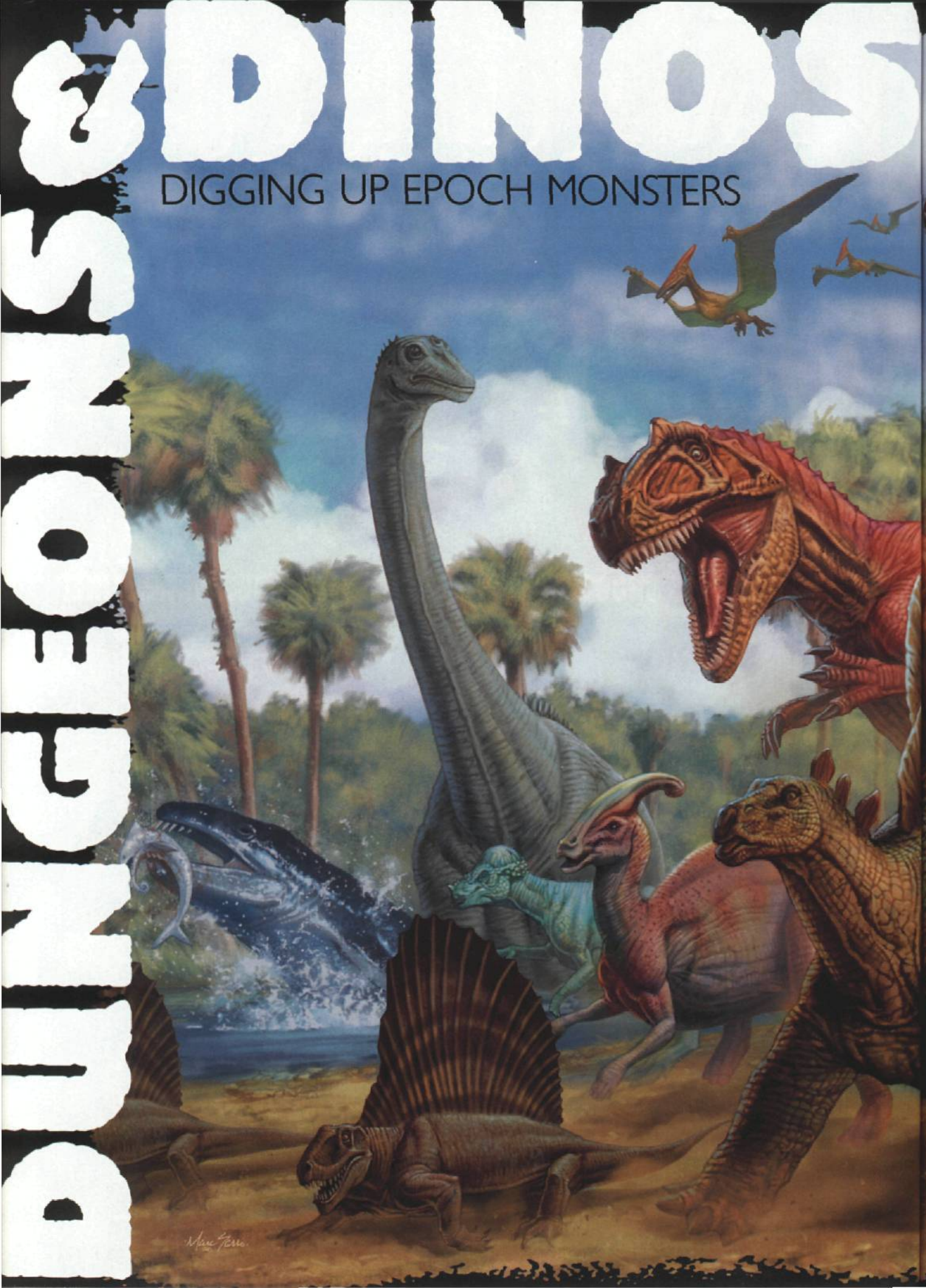
Setting the pirate mood

The following ideas can help you set the proper mood for plunder and booty.

- Talk like a pirate—Argh!
- View *Pirates of the Caribbean* or other pirate movie to kick off your campaign.
- Drink some Blue Mountain Coffee from the Jamaican hills.
- If your characters have a ship, make sure it has an appropriately piratical flag.
- Pirate hats and eye-patches are a must. Wooden appendages and hooks are good too, but not if you need to loose a limb to use them effectively.
- Try walking the plank. A swimming pool and diving board work best for this.
- Pirates were known for their drunken revels. See what you can get away with.
- There are lots of good pirate songs. Try finding a CD with some, and play it at your next session, or try to get the whole group to sing along (works best with the suggestion above)!
- Pirates sailed the world over. A pile of eclectic loot at every game session could do a lot to set the mood.
- Try a scavenger hunt or make a map with real buried or hidden treasure at the end. The more extravagant the map (and the treasure) the better.
- Buy a parrot.

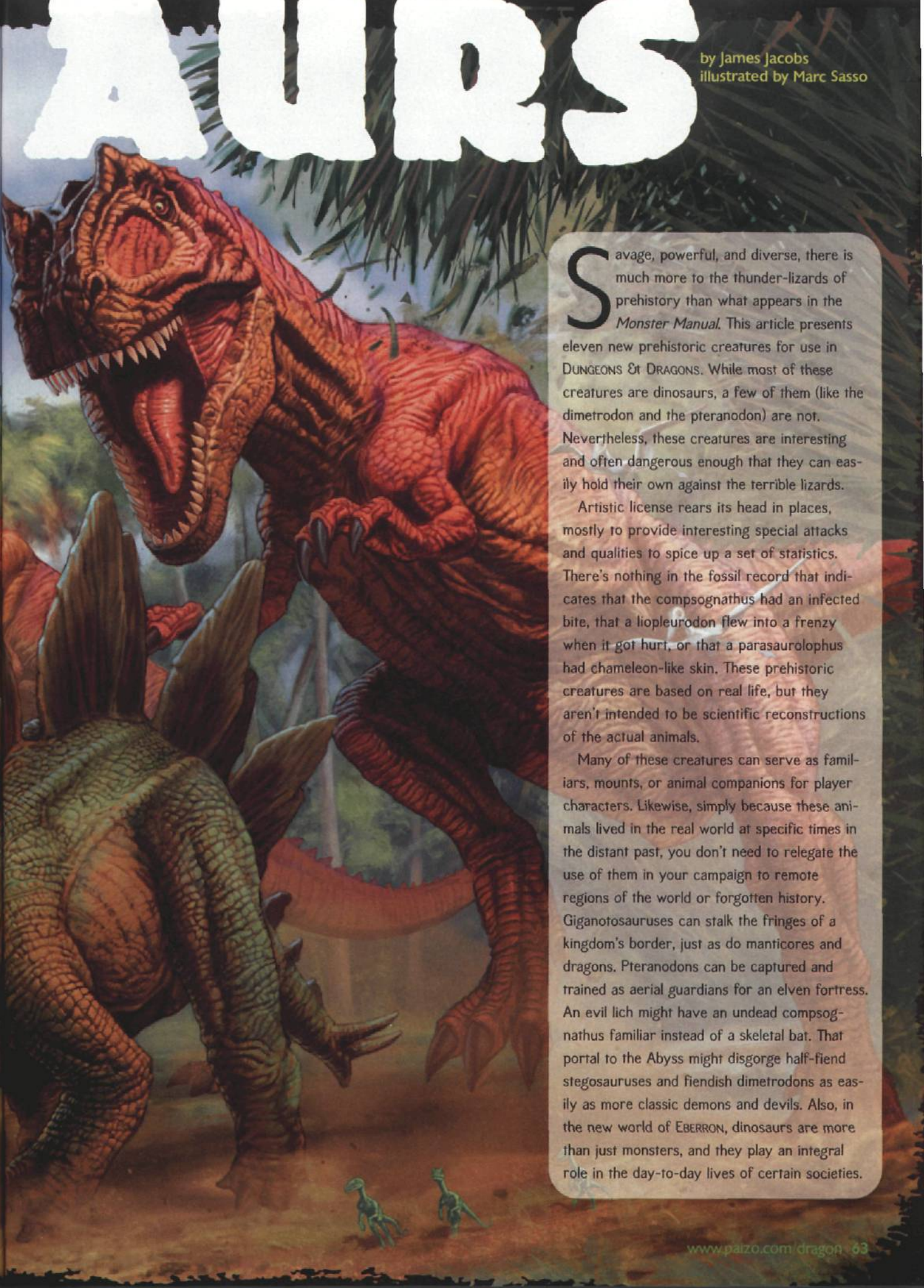
DUNGEONS & DINOS

DIGGING UP EPOCH MONSTERS



AURS

by James Jacobs
illustrated by Marc Sasso



Savage, powerful, and diverse, there is much more to the thunder-lizards of prehistory than what appears in the *Monster Manual*. This article presents eleven new prehistoric creatures for use in DUNGEONS & DRAGONS. While most of these creatures are dinosaurs, a few of them (like the dimetrodon and the pteranodon) are not. Nevertheless, these creatures are interesting and often dangerous enough that they can easily hold their own against the terrible lizards.

Artistic license rears its head in places, mostly to provide interesting special attacks and qualities to spice up a set of statistics. There's nothing in the fossil record that indicates that the compsognathus had an infected bite, that a liopleurodon flew into a frenzy when it got hurt, or that a parasaurolophus had chameleon-like skin. These prehistoric creatures are based on real life, but they aren't intended to be scientific reconstructions of the actual animals.

Many of these creatures can serve as familiars, mounts, or animal companions for player characters. Likewise, simply because these animals lived in the real world at specific times in the distant past, you don't need to relegate the use of them in your campaign to remote regions of the world or forgotten history. Giganotosauruses can stalk the fringes of a kingdom's border, just as do manticores and dragons. Pteranodons can be captured and trained as aerial guardians for an elven fortress. An evil lich might have an undead compsognathus familiar instead of a skeletal bat. That portal to the Abyss might disgorge half-fiend stegosauruses and fiendish dimetrodons as easily as more classic demons and devils. Also, in the new world of EBERRON, dinosaurs are more than just monsters, and they play an integral role in the day-to-day lives of certain societies.

COMPSOGNATHUS

Tiny Animal
Hit Dice: 1d8 (4 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
AC: 16 (+2 size, +4 Dex), touch 16, flat-footed 12
Base Attack/Grapple: +0/-11
Attack: Bite +6 melee (1d3-3 plus infection)
Full Attack: Bite +6 melee (1d3-3 plus infection)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: Infection
Special Qualities: Low-light vision, resistant to disease, scent
Saves: Fort +2, Ref +6, Will +2
Abilities: Str 4, Dex 19, Con 10, Int 2, Wis 14, Cha 11
Skills: Hide +14, Listen +4, Move Silently +6, Spot +4
Feats: Stealthy, Weapon Finesse[B]
Environment: Warm forests
Organization: Solitary, pair, pack (3-6), or swarm (7-12)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2-3 HD (Tiny)

This small bipedal creature has a long neck and a long tail. Its tiny mouth is filled with sharp teeth, and its movements are quick and bird-like.

The compsognathus is a quick and surprisingly small dinosaur; one of the smallest, in fact.

These dinosaurs are quite vocal, and their chirps and twitters grow very rapid and excited when they sense a nearby source of food or danger. Their speed and tiny size make them popular familiars with wizards and sorcerers who dwell in areas populated by these and other dinosaurs.

A compsognathus rarely grows to a length of more than 3 feet, and even then, nearly half its length is composed of its tail and long neck.

Combat

A compsognathus never attacks creatures larger than itself unless it is part of a swarm that grossly outnumbers the enemy. The jaws of a compsognathus contain dozens of tiny pockets that collect virulent bits of infected food. When they bite, this infected material is transferred into the victim's wound. They prefer to dart in and bite at their prey, then run a safe distance away and watch as their infectious bite takes effect before moving back in for the kill.

Infection (Ex): When a creature is bitten by a compsognathus, it must succeed at a DC 10 Fortitude save or take 1 point of Strength damage. This saving throw must be repeated once per minute for 1d6 minutes to avoid taking additional Strength damage. The effects of multiple bites are cumulative.

Although this effect is similar to poison, it is in fact more closely related to a disease. *Neutralize poison* and poison immunity have no effect on this Strength damage, but *remove disease* immediately stops the effects of all such wounds. Creatures that are immune to disease are also immune to this infection. The save DC is Constitution-based.

Resistant to Disease (Ex): A compsognathus is immune to the infectious material produced by its bite and to the bites of other compsognathi. Against other diseases, it gains a +4 racial bonus on all saving throws.

DIMETRODON

Large Animal
Hit Dice: 4d8+15 (33 hp)
Initiative: -2
Speed: 10 ft. (2 squares), swim 10 ft. (2 squares)
AC: 13 (-2 Dex, +5 natural), touch 8, flat-footed 13
Base Attack/Grapple: +3/+7
Attack: Bite +7 melee (1d8+6)
Full Attack: Bite +7 melee (1d8+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Burst of speed
Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +2, Will +1
Abilities: Str 18, Dex 6, Con 17, Int 1, Wis 10, Cha 10
Skills: Listen +2, Spot +6, Swim +15
Feats: Alertness, Toughness
Environment: Warm marsh
Organization: Solitary, pair, or pack (3-7)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5-6 HD (Medium), 7-12 HD (Large)

This creature's four legs jut out from its sides in an awkward looking, bow-legged style. Several long and sharp teeth protrude from its jaw, but its most distinctive feature is the large, sail-like fin on its back.

Not technically a dinosaur, the dimetrodon is much more closely related to mammals than reptiles.

The dimetrodon spends much of its time sunning on rocks near sources of water. When it grows hungry, it can move with shocking speed for short periods of time. A dimetrodon's bark is both loud and distinctive, sounding like a truncated cross between an alligator's roar and a lion's growl.

Dimetrodons are usually about 7 feet long, and can weigh up to 450 pounds.

Combat

Although it often remains motionless for long periods of time, a dimetrodon is highly territorial and reacts to intrusions with sudden and terrifying speed.

Burst of Speed (Ex): Up to three times per hour, a dimetrodon can increase its land speed to 60 feet for 1 round as a free action. During this round, it gains a +2 dodge bonus to its Armor Class.

DIPLODOCUS

Colossal Animal
Hit Dice: 28d8+273 (399 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
AC: 14 (-8 size, +12 natural), touch 2, flat-footed 14
Base Attack/Grapple: +21/+54
Attack: Tail slap +30 (4d8+24)
Full Attack: Tail slap +30 (4d8+24)
Space/Reach: 30 ft./20 ft.

Special Attacks: Tail sweep, trample 2d8+24
Special Qualities: Low-light vision, scent
Saves: Fort +25, Ref +16, Will +10
Abilities: Str 44, Dex 10, Con 28, Int 2, Wis 12, Cha 10
Skills: Listen +18, Spot +19
Feats: Alertness, Improved Natural Attack (tail slap), Run, Toughness (7)
Environment: Temperate plains
Organization: Solitary, pair, or herd (6-18)
Challenge Rating: 12
Treasure: None
Alignment: Always neutral
Advancement: 29-84 HD (Colossal)

This massive creature measures nearly 100 feet long from head to tail. Its neck is long and snake-like with a relatively small head for the size of its elephantine body. A row of short spines runs down the length of its neck and back to its long, whip-like tail.

The diplodocus is one of the longest dinosaurs, although its relatively thin neck and tail take it out of the running for heaviest or physically largest.

Diplodocus herds travel across vast plains and along the edges of temperate forests. Slow moving and somewhat ponderous, they gather together in herds for protection against predators. Their long necks allow them to reach the succulent tops of most trees, which is fortunate since they must constantly forage to feed their massive bodies.

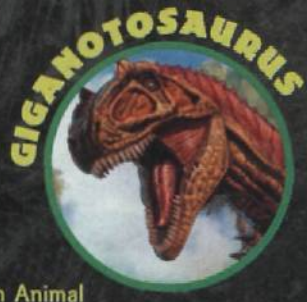
A diplodocus is usually about 90 feet long and can weigh over 20 tons.

Combat

The diplodocus is an herbivore and by nature not a violent creature. Yet they are quick to react to perceived threats. Against smaller targets, a diplodocus uses its tail sweep to send enemies into disarray before taking advantage of the distraction to flee. Larger predators are rare, but when encountered, the diplodocus uses its tail slap and depends on other diplodocuses for protection.

Tail Sweep (Ex): As a standard action, a diplodocus can sweep a half-circle with a radius of 40 feet extending from an intersection on the edge of the dinosaur's space. Any creatures smaller than the diplodocus within the swept area are automatically affected. A tail sweep automatically deals 2d8+24 points of damage. Creatures in the area of effect can attempt DC 27 Reflex saves to take half damage. The save DC is Strength-based.

Trample (Ex): Reflex half DC 27. The save DC is Strength-based.



Gargantuan Animal
Hit Dice: 24d8+204 (312 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
AC: 15 (-4 size, +1 Dex, +8 natural), touch 7, flat-footed 14
Base Attack/Grapple: +18/+44
Attack: Bite +28 melee (4d6+21/19-20/x3)
Full Attack: Bite +28 melee (4d6+21/19-20/x3) and 2 claws +23 melee (1d8+10)
Space/Reach: 20 ft./20 ft.
Special Attacks: Improved grab, pinning, swallow whole, wounding bite
Special Qualities: Keen scent, low-light vision
Saves: Fort +22, Ref +15, Will +10
Abilities: Str 38, Dex 12, Con 26, Int 2, Wis 14, Cha 10
Skills: Listen +15, Spot +16
Feats: Alertness, Improved Critical (bite), Improved Natural Attack (bite), Run, Toughness (4), Track
Environment: Warm plains
Organization: Solitary, pair, or group (3-6)
Challenge Rating: 13
Treasure: None
Alignment: Always neutral
Advancement: 25-36 (Gargantuan), 37-72 (Colossal)

This massive bipedal reptile is formidable both in size and armament. Its front arms are somewhat small for its body, but are still quite muscular and end in large talons. Yet it is the creature's head that is most terrifying: Over six feet long, it possesses stubby horns over the eyes and a mouthful of razor-sharp teeth.

The giganotosaurus represents the pinnacle of the dinosaurian food chain. It's a massive predator capable of inflicting terrible wounds with its teeth.

The giganotosaurus fears nothing, simply because there isn't much that can threaten it without being eaten. Although they are powerful predators, they aren't above scavenging for food. Giganotosauruses often travel in small family groups led by a dominant male.

A giganotosaurus typically measures 50 feet long from head to tail, and stands about 12 feet high at the hip. They can weigh up to 8 tons.

Combat

Giganotosauruses often hunt in pairs or small groups and use cunning tactics.

A favored tactic finds one or two giganotosauruses charging into the midst of their chosen prey and flushing them toward the others who lurk at the edge of a nearby forest in ambush. Against single targets, a giganotosaurus uses its formidable special attacks to grab, pin, and swallow victims with shocking speed.

Improved Grab (Ex): To use this ability, a giganotosaurus must hit an opponent at least one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow or pin the foe the following round.

Pinning (Ex): A giganotosaurus can pin a grabbed opponent of up to two sizes smaller than itself to the ground with one of its feet by making a successful grapple check.

The pinned creature takes 2d6+21 points of bludgeoning damage per round and cannot move as long as the pin persists. The giganotosaurus gains a +4 circumstance bonus on attack rolls to hit a pinned target with its bite. A giganotosaurus can pin one creature at a time.

Swallow Whole (Ex): A giganotosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the giganotosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to

the gizzard (AC 14). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Gargantuan giganotosaurus's immense gizzard can hold 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller opponents.

Wounding Bite (Ex): A giganotosaurus's teeth are razor-sharp and slice through flesh with shocking ease. Its bite naturally threatens a critical hit on a 19-20 and inflicts triple damage on a successful critical hit. In addition, a creature critically hit by a giganotosaurus's bite takes 2 points of Constitution damage from the terrible nature of the wound.

Keen Scent (Ex): A giganotosaurus can detect creatures by scent in a 180-foot radius.

Large Animal
(Aquatic)
Hit Dice: 8d8+35 (71 hp)
Initiative: +7
Speed: Swim 60 ft. (12 squares)
AC: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple: +6/+15
Attack: Bite +10 melee (2d6+7)
Full Attack: Bite +10 melee (2d6+7)
Space/Reach: 10 ft./5 ft. (10 ft. with bite)
Special Attacks: Ferocity, lashing bite
Special Qualities: Blindsense, keen scent
Saves: Fort +10, Ref +9, Will +3
Abilities: Str 20, Dex 16, Con 18, Int 1, Wis 12, Cha 2
Skills: Listen +3, Spot +15, Swim +8
Feats: Alertness, Improved Initiative, Improved Natural Attack (bite)[B], Toughness
Environment: Any aquatic
Organization: Solitary or school (4-12)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 9-14 HD (Large), 15-24 HD (Huge)

This large shark has a unique mouth: Its lower jaw consists of a long thin and flexible projection that curls like a whip into a tightly-wound spiral, causing twin rows of triangular teeth to flare out menacingly.

The helicoprion is a strange primeval ancestor to the shark, and as such, is actually a fish, not a dinosaur. Like other sharks, the helicoprion spends most of its time hunting and eating. They have a stronger tolerance for fresh water than most sharks, and often swim for miles up rivers in search of food.

The average helicoprion is 10 feet long, although specimens of up to 30 feet long have been sighted by sailors and aquatic explorers.

Combat

A helicoprion often circles around prospective prey for a few rounds before swimming in to take a few experimental bites.

Ferocity (Ex): A helicoprion is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Lashing Bite (Ex): A helicoprion's bite has a reach of 10 feet. It gains a +2 bonus on attack and damage rolls with its bite against targets within 5 feet.

Keen Scent (Ex): A helicoprion can notice creatures by scent in a 180-foot radius, and can sense blood in the water at ranges of up to a mile.

Skills: A helicoprion has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Colossal Animal
Hit Dice: 38d8+456 (627 hp)
Initiative: +0
Speed: Swim 90 ft. (18 squares)
AC: 22 (-8 size, +20 natural), touch 2, flat-footed 22
Base Attack/Grapple: +28/+62
Attack: Bite +38 melee (4d8+27)
Full Attack: Bite +38 melee (4d8+27)
Space/Reach: 30 ft./20 ft.
Special Attacks: Frenzy, improved grab, swallow whole
Special Qualities: Hold breath, keen scent, low-light vision
Saves: Fort +33, Ref +21, Will +15
Abilities: Str 46, Dex 10, Con 34, Int 2, Wis 16, Cha 13
Skills: Spot +44, Swim +26
Feats: Awesome Blow, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Power Attack, Toughness (7)
Environment: Any aquatic
Organization: Solitary or pair
Challenge Rating: 15
Treasure: None
Alignment: Always neutral
Advancement: 39-114 HD (Colossal)

This enormous creature swims with an unnerving grace for a creature so large. The monster's head is larger than a chariot, and its jaws are filled with numerous teeth the size of swords.

An aquatic reptile of incredible strength, the liopleurodon is among the largest carnivorous animals ever.

The liopleurodon is a solitary creature, gathering in pairs only during its mating season. Although they dwell in the oceans of the world, liopleurodons are air-breathers and must surface regularly to breathe. They often lurk along shorelines in relatively shallow water and aren't above swimming into lagoons or large rivers in search of food to feed their massive bodies.

A liopleurodon often measures up to 80 feet in length, but incredibly massive and ancient liopleurodons measuring over 200 feet long are rumored to exist in the world's uncharted oceans.

Combat

Liopleruodons often hunt near ocean shorelines and aren't afraid to surge out of the surf onto a beach to catch creatures that come too close to the edge of the sea. They attack with a powerful bite.

Frenzy (Ex): If a liopleurodon is reduced to less than half its normal maximum hit points, it flies into a terrible rage of frenzied activity. During a frenzy, the liopleurodon gains a +4 bonus to its Armor Class and attack rolls. Its swim speed gains a +30 foot bonus, and if it makes a full attack action it gains an additional bite attack.

The frenzy persists for 1 minute, after which the liopleurodon becomes fatigued. A liopleurodon cannot enter a frenzy while it is fatigued.

Improved Grab (Ex): To use this ability, a liopleurodon must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A liopleurodon can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the liopleurodon's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 45 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed creature must cut its own way out.

A Colossal liopleurodon's gizzard can hold 2 Huge, 8 Large, 32 Medium, or 128 Small or smaller opponents.

Hold Breath (Ex): A liopleurodon can hold its breath for a number of rounds equal to 8 times its Constitution score before it risks drowning.

Keen Scent (Ex): A liopleurodon can notice creatures by scent in a 180-foot radius, and it can sense blood in the water at ranges of up to a mile.

Skills: A liopleurodon has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Large Animal
Hit Dice: 7d8+56 (87 hp)
Initiative: -1
Speed: 40 ft. (8 squares)
AC: 18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple: +5/+16
Attack: Head butt +11 melee (1d6+10)
Full Attack: Head butt +11 melee (1d6+10)
Space/Reach: 10 ft./5 ft.
Special Attacks: Powerful charge, stun
Special Qualities: Low-light vision, scent
Saves: Fort +13, Ref +4, Will +2
Abilities: Str 25, Dex 8, Con 26, Int 2, Wis 10, Cha 14
Skills: Spot +10
Feats: Improved Bull Rush, Improved Overrun, Power Attack
Environment: Temperate hills
Organization: Solitary, pair, or pack (4-12)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 8-14 HD (Large), 15-21 HD (Huge)

This strange-looking bipedal creature has a large, dome-shaped head surrounded by numerous short bony protrusions. Its mouth is small and almost beaklike.

Although herbivores, pachycephalosauruses are notoriously bad-tempered and often attack without provocation.

These strange dinosaurs are often found dwelling in hills or badlands, where they travel in packs led by a dominant male. When two groups meet, the males in each pack invariably challenge each other to contests of dominance. These conflicts, in which two bull dinosaurs repeatedly charge at each other in an attempt to head butt the other into submission, generate thunderous cracking sounds that can be heard for miles.

A pachycephalosaurus is usually 15 feet long and usually weighs around 800 pounds.

Combat

A pachycephalosaurus incited to attack (often by something as minor as merely approaching within charging range) invariably starts combat with a charge. They usually attack once every other round, maneuvering to set up a new charge on the off rounds.

Powerful Charge (Ex): When a pachycephalosaurus charges, its head butt attack deals 2d6+20 points of bludgeoning damage.

Stun (Ex): A creature that is critically hit by a pachycephalosaurus must make a successful DC 20 Fortitude save or be stunned for 1d4 rounds. This save DC is Strength-based.

Huge Animal
Hit Dice: 14d8+79 (142 hp)
Initiative: +0
Speed: 40 ft. (8 squares), swim 20 ft.
AC: 14 (-2 size, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple: +10/+26
Attack: Slam +16 melee (1d8+12)
Full Attack: Slam +16 melee (1d8+12)
Space/Reach: 15 ft./15 ft.
Special Attacks: Trample 1d8+12
Special Qualities: Low-light vision, scent
Saves: Fort +14, Ref +9, Will +6
Abilities: Str 26, Dex 10, Con 20, Int 2, Wis 14, Cha 10
Skills: Hide -8*, Listen +14, Spot +11
Feats: Alertness, Run, Toughness (3)
Environment: Warm marsh
Organization: Solitary, pair, or herd (3-12)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 15-28 HD (Huge), 29-42 HD (Gargantuan)

This large bipedal creature has a flat, almost duckbill-shaped mouth. Its most distinguishing feature is a long thin crest that protrudes from the back of its head.

A parasaurolophus is a relatively gentle creature that prefers to wallow in swamplands. They feed on all forms of vegetation that grow in such areas, using their duckbill-shaped jaws to scoop up mouthfuls of algae and swamp plants. Their crests are complex sounding chambers that allow them to generate shockingly loud and haunting, almost mournful cries that can carry for miles. Their skin is capable of changing through a wide variety of colors and shades. During mating season, these dinosaurs can put on a ver-

itable symphony of sound and color as they try to attract mates.

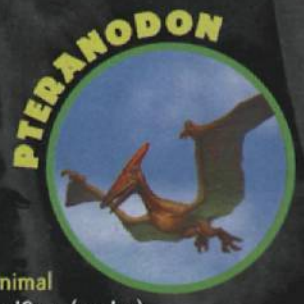
A parasaurolophus is usually about 35 feet long.

Combat

A parasaurolophus is generally a peaceful creature; when threatened, it prefers to flee instead of fight. When cornered, however, their kicks can pack a powerful punch. For this reason, only the hungriest or most powerful carvnivores dare approach a herd of parasaurolophuses.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

Skills*: In natural areas with heavy vegetation (such as marshes and forests), a parasaurolophus gains a +10 competence bonus to Hide checks.



Medium Animal
Hit Dice: 5d8+5 (27 hp)
Initiative: +3
Speed: 10 ft. (2 squares), fly 90 ft. (18 squares) (good)
AC: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple: +3/+5
Attack: Bite +5 melee (1d6+3)
Full Attack: Bite +5 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Dive
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +7, Will +5
Abilities: Str 14, Dex 17, Con 12, Int 2, Wis 18, Cha 12
Skills: Spot +15
Feats: Flyby Attack, Skill Focus (spot)
Environment: Warm mountains
Organization: Solitary, pair, or rookery (4-10)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Medium), 11-15 HD (Large)

This flying reptile has an enormous wingspan. Its head is quite unusual, consisting of a long thin beak counterbalanced with a similarly shaped crest protruding from the back of its head.

The pteranodon is a mountain-dwelling flying reptile and so, like the dimetrodon, isn't a true dinosaur.

Pteranodons dwell in craggy, mountainous areas, preferably those along coastlines so they can take advantage of the powerful updrafts to aid in flight. Their oddly shaped heads help greatly in airborne maneuverability, and allow them to perform amazing mid-air turns with great grace.

A pteranodon's body is only 6 feet long, but their wingspan is often more than 30 feet.

Combat

A pteranodon soars high above the ground, watching below for likely sources of food it can dive down onto and attack. They prefer to maintain air-superiority in combat.

Dive (Ex): If a pteranodon makes a charge attack and lowers its altitude by at least 30 feet as part of the charge, it gains a +4 bonus on its attack roll and deals 2d6+6 points of damage with its bite if it hits.

Tiny Animal
Hit Dice: 1d8-1 (3 hp)
Initiative: +9
Speed: 10 ft. (2 squares), fly 60 ft. (12 squares) (good)
AC: 17 (+2 size, +5 Dex), touch 17, flat-footed 12
Base Attack/Grapple: +0/-12
Attack: Bite +7 melee (1d3-4)
Full Attack: Bite +7 melee (1d3-4)
Space/Reach: 2 1/2 ft./0 ft.
Special Qualities: Evasion, low-light vision, scent
Saves: Fort +1, Ref +7, Will +1
Abilities: Str 2, Dex 21, Con 8, Int 2, Wis 12, Cha 10
Skills: Listen +5
Feats: Improved Initiative, Weapon Finesse
Environment: Warm forests
Organization: Solitary, pair, or flight (3-10)
Challenge Rating: 1/4
Treasure: None
Alignment: Always neutral
Advancement: 2-3 HD (Tiny)

This tiny flying reptile has a narrow snout filled with tiny, needle-like teeth and a long tail tipped with a flat rudder-like growth.

The rhamphorhynchus is a small, insect eating flying reptile, not an actual dinosaur.

These creatures flit among the boughs of forests, hunting insects and small birds for food. Their chirps and twitters are high pitched and melodic, and thought by some to be quite soothing. They make excellent familiars for those who live near dinosaurs.

A rhamphorhynchus is about a foot in length, although more than half that length consists of its long tail. Its wingspan is about 3 feet.

Combat

The rhamphorhynchus avoids combat with creatures much larger than itself, but when forced to fight, it nips at its enemies with its bite.

Evasion (Ex): A rhamphorhynchus that makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save instead takes no damage. A helpless rhamphorhynchus cannot use this ability.

Huge Animal
Hit Dice: 20d8+152 (242 hp)
Initiative: -2
Speed: 30 ft. (6 squares)
AC: 21 (-2 size, -2 Dex, +15 natural), touch 6, flat-footed 21
Base Attack/Grapple: +15/+34
Attack: Tail slam +24 melee (2d6+16/19-20)
Full Attack: Tail slam +24 melee (2d6+16/19-20)
Space/Reach: 15 ft./10 ft.

Special Attacks: Toss
Special Qualities: Dorsal plates, low-light vision, scent
Saves: Fort +21, Ref +10, Will +7
Abilities: Str 32, Dex 6, Con 24, Int 2, Wis 12, Cha 10
Skills: Listen +24
Feats: Great Fortitude, Improved Critical (tail slam), Run, Toughness (4)
Environment: Warm plains
Organization: Solitary, pair, or herd (3-10)
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 21-30 HD (Huge), 31-50 HD (Gargantuan), 51-60 HD (Colossal)

This four-legged creature has a relatively small head for its enormous bulk. A twin row of hard triangular plates protrudes from its back, and its long tail ends in a cruel looking array of bony spikes.

This territorial herbivore has few enemies, so potent are its defenses. The stegosaurus wanders in small herds across steppes and plains, eating grasses and low bushes and berries. They are fiercely protective of their young, and so rarely back down from a fight.

An average stegosaurus is about 30 feet long and typically weighs nearly a dozen tons.

Combat

Although they are herbivores, stegosauruses rarely flee from predator attacks. Rather, they fight back with shocking and brutal aggression, lashing at their enemies with their spiked tails and constantly moving to keep their dorsal plates between them and their attackers.

Toss (Ex): A creature that is at least two sizes smaller than the stegosaurus that is hit by the dinosaur's tail slam must make a successful DC 31 Reflex saving throw or be thrown 30 feet in a random direction away from the stegosaurus. The creature takes 1d6 points of damage from being tossed plus an additional 1d6 points of damage if it strikes a solid object before it travels the full distance. The save DC is Strength-based.

Dorsal Plates (Ex): As a move action, a stegosaurus can lower its body to place its dorsal plates between it and a single creature. This grants the stegosaurus a +4 armor bonus to its Armor Class against the chosen creature. Additionally, if the chosen creature attacks the stegosaurus with a light weapon or a natural weapon, the sharp dorsal plates inflict 1d10 points of slashing damage; a successful DC 18 Reflex saving throw halves this damage. The save DC is Dexterity-based. D

DINOSAUR FAMILIARS

Two of the dinosaurs presented in this article make excellent familiars. Specific bonuses granted by a compsognathus or rhamphorhynchus familiar are as follows:

Familiar	Special
Compsognathus	Master gains a +3 bonus on Hide checks
Rhamphorhynchus	Master gains a +3 bonus on Initiative checks

DINOSAUR COMPANIONS

As detailed on page 36 of the *Player's Handbook*, high-level druids (and rangers) can select more powerful animal companions. Many of the dinosaurs presented in this article can make excellent animal companions as well. A character can select one of these dinosaurs as an animal companion by applying the indicated adjustment to the character's appropriate class level for purposes of determining the companion's characteristics and special abilities.

1st level or Higher
Compsognathus
Rhamphorhynchus
4th level or Higher (Level -3)
Dimetrodon
Preranodon
10th Level or Higher (Level -9)
Pachycephalosaurus
Helicoprion
13th Level or Higher (Level -12)
Parasaurolophus
16th Level or Higher (Level -15)
Stegosaurus
21st Level or Higher (Level -20)
Diplodocus
Giganotosaurus
24th Level or Higher (Level -23)
Liopleurodon

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CHILDREN OF KA

The Dagger of the Dinosaur Sage

by Ken Marable · Illustrated by Anne Stokes

MALPHEGGI LIZARDFOLK and the Dark Days of Ka

The Known World is merely the surface of a thin shell, and on the underside lies another vast realm–the HOLLOW WORLD. The gods pull in races and cultures that are on the brink of extinction on the surface so that they can prosper in the world below the surface.

Among these races are the Malpheggi lizardfolk. Approximately 1,500 years ago, while they still lived in the Known World, human explorers brought a disease to their swamps that devastated the reptilian population. The shamans were unable to slow its spread before they succumbed to the pestilence. The remaining lizardfolk launched a series of ill-conceived attacks against the humans, depleting their numbers even further. With their population dwindling fast, Ka the Preserver, the saurian deity of knowledge and protection, took pity on them and transported six males and six females to the HOLLOW WORLD. In the process, he cured them and gave the lizardfolk a new home that they called the Malpheggi swamps.

In an effort to recreate their civilization, the lizardfolk isolated themselves within the depths of the swamp, serving only themselves and Ka their savior. However, as their population began to grow, they made limited contact with neighboring nations. One of these was the Azcans, an evil human nation devoted to the service of Atzanteotl, the dark god of corruption. The Azcans were at war against the Olmecs and other human nations, but the lizardfolk were able to forge a peaceful relationship with the Azcans. Many of their number began to serve as guides, escorting war parties through the swamps in order to attack the Olmecs on a new front.

This relationship has existed for centuries, but recent events jeopardize that grim peace. The Azcans have started sacrificing dinosaurs from the nearby swamps and jungles. These sacrifices are part of a vile ritual that steals a portion of Ka's power and corrupts it for their own purpose. Those who undertake this ritual gain the Ka-tainted template and collectively form the Defilers of Ka (see *DRAGON* #315). Ka has sensed the dwindling of his power, but due to Atzanteotl's influence, he has been unable to determine the cause. Unless someone stops these rituals, Ka's power will completely drain away.

SAROO'S VISION and the Children of Ka

One of the more powerful druids among the Malpheggi is Saroo. Daughter of the famed Haarss the Ambusher, Saroo was taught to stalk the swamp at an early age. However, she shared neither her father's love of hunting nor his mercenary outlook. Instead, she was wary of the humans who occasionally passed through their land and observed them in secret. Sometimes she would even venture out of the swamp and into the lush jungles and forests of neighboring lands.

It was during one of these treks that she witnessed Ka-tainted Azcans first capturing dinosaurs and then sacrificing them in their dark rituals. Infuriated at the blatant slaughter of Ka's chosen creatures, Saroo flew into a rage and massacred the entire band of Azcans.

While her heart still pounded from the rage of battle, she had a vision from Ka. By having one of his loyal servants witness it first hand, the Preserver had finally been able to learn what was sapping his power. He showed Saroo images of her leading an army of Malpheggi druids and dinosaurs against the Azcans. She saw the army raze Chitlacan, the capital of the Azcans, as

FOR YOUR CHARACTER

There are many ways characters can use the Children of Ka and the lizardfolk of the Malpheggi Swamp.

A lizardfolk would be a useful addition to any adventuring party. Usually taking levels in druid, ranger, or rogue, these lizardfolk focus on skills and feats that support quick, quiet movement and manipulation of the wilds. Such a monstrous character often proves to be a peerless tracker and canny scout in any environment.

Also, even apart from the background, the animal companion and spells are useful for characters with a jungle or swamp background, lizardfolk or not. The spells could even be additional rune skulls of the Abbor-Alz that have been recently recovered (see *Dragon* #292).

Alternatively, the Children of Ka might be less noble and more xenophobic, and your character could oppose them rather than support them. This can be done without necessarily being allied with the evil Azcans. Perhaps the Children of Ka are aggressively waging a war on all humans, and your character is merely defending his people. The spells listed here could still be useful as you turn your character's opponents' weapons against them.

FOR YOUR CAMPAIGN

Given the Children of Ka's relatively small size, they are always looking for outside help. Below are three possible adventure ideas for characters to assist the Children of Ka.

Low-Level: An awakened tyrannosaurus has been captured by the Azcans for sacrifice, but they are unaware of its sentience. The Children of Ka are desperately looking for their ally, but they do not have many non-lizardfolk members, and they would be too conspicuous outside of their swamps. They need a group of adventurers to travel into Azcan lands and find the tyrannosaurus. However, the characters are able to find him only hours before the sacrifice and the nearest Malpheggi druids are too far away to help in time.

Mid-Level: The Children of Ka are organizing a raid by a dinosaur-mounted cavalry as a show of force, and they need volunteers to make the force as large as possible for this one attack. With the harnesses the Malpheggi have developed, one Medium humanoid can ride a deinonychus, two on a megaraptor or tyrannosaurus, or four (two on each side) on a triceratops. In the midst of the raid, resistance is far greater than expected, and the characters are separated from the main force, leaving them and their dinosaur mounts alone in enemy territory.

High-Level: The war of Ka is coming to a head. Prince Chilmoc, head of the Defilers of Ka, is personally leading his organization in an invasion of the Malpheggi swamps. They intend to wipe out all the Children of Ka, even if that means wiping out the entire race. The lizardfolk who disagree with Saroo feel that she is responsible for this invasion, and they are providing the Azcans with vital information on druidic hideouts. Saroo is desperate for help and is planning a daring mission to capture or kill Prince Chilmoc and his High Priests. No one else among the Children of Ka is up to such a daring task.

the tainted blood of the humans stained their weapons.

After returning to her village, she began recruiting other druids to form the Children of Ka. Their sole purpose is to stop the Azcan slaughter of Ka's chosen, and destroy every last tainted human.

The Children of Ka pursue their goals through three different paths.

Infiltration: Several of their members sneak into Azcan territory to rescue captured dinosaurs that have been transported there, and to sabotage and assassinate the Defilers of Ka.

Protection: The Children of Ka are also trying to guard the larger dinosaur herds and protect them from the Azcan hunts. However, due to their low membership, they need to gather together many separate herds in order to guard them with fewer people. This is altering the dinosaurs' typical migration patterns and ecological balance, and many druids wonder if they are doing as much harm as the Azcans.

Awakening: In his mortal life, Ka was a dinosaur that gained intelligence naturally. Misguided shamans and druids have in the past tried to *awaken* dinosaurs in the hope that they can find the spark of another Ka-like deity. Consequently, Ka decreed that no dinosaur should be *awakened* magically; the process should occur naturally or not at all. However, Saroo has been desperate in finding members for her army and has chosen to defy this decree and *awaken* a number of dinosaurs. So far, all of them have agreed to help her cause.

With less than four-dozen members hoping to challenge an empire, the Children of Ka have broken with the typical Malpheggi isolationism and are actively seeking outsiders to aid in the campaign. Even more than the *awakening*, this act has stirred the most controversy. Malpheggi legends still tell of the disease that devastated their population, and many fear outside influence for just that reason. Others even view the Azcan defilers as the latest human plague and view any and all humans with hatred. Thus, the Children of Ka are quietly looking for assistance, and more than one adventuring party has agreed to help–for a reasonable fee, of course.

KA THE PRESERVER

Ka (Greater Deity): Lawful Good; Domains: Good, Knowledge, Law, Scalykind (from *Forgotten Realms Campaign Setting*); Portfolio: Dinosaurs, lizardfolk, preservation of dying races and cultures; Symbol: Dinosaur claw holding a book.

USING THE CHILDREN OF KA Outside the Hollow World

Although the background for this organization and its magic is tied into the Hollow World setting, it can be changed and integrated into almost any campaign setting.

The Azcans can be replaced with some other evil society with a penchant for sacrifice, while dinosaurs can be replaced with other large animals or magical beasts. The aspect of reclusive swamp-dwelling lizardfolk can easily exist in most any setting but can be replaced with another druidic organization if need be. You can exchange Ka for another deity or even change the entire nature of the conflict.

The catalyst of this conflict is probably the most campaign-specific aspect and might be the most commonly replaced portion. Other possible causes of the Ka-tainted template and banding together of lizardfolk opposition include:

- Humans have begun experimenting with grafting dinosaur or other lizard parts onto themselves. Local lizardfolk religion prophesized that creatures matching the description of these humans would someday destroy their civilization. Many lizardfolk believe the prophecy is being fulfilled and have started a holy war against the humans.
- Adventurers explored ancient lizardfolk tombs and unlocked a magic that give them dinosaur-like features and abilities. The lizardfolk clearly don't care for the defiling of their burial grounds and are taking action to punish those responsible.
- For unknown reasons, people living near the swamp are giving birth to children with lizard-like deformities. Blaming lizardfolk shamans or a

dinosaur-spawned disease, the villagers commence a campaign to clear the fierce reptiles out of the swamps.

NEW SPELLS

The Malpheggi druids have developed a variety of spells in order to protect their people and land. These spells range from innocent mobility enhancement to darkly ironic contamination.

Charge of the Triceratops

Transmutation
Level: Drd 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

The spell's recipient grows large horns, a bony skull plate, and thickened hide similar to those possessed by a triceratops. This grants a natural gore attack that deals 1d8 damage (2d8 when used in a charge). The recipient also gains a +4 enhancement bonus to the creature's existing natural armor bonus. The enhancement bonus provided by *charge of the triceratops* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor.

Contagion, Mass

Necromancy [Evil]
Level: Clr 7, Drd 7, Sor/Wiz 8
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 30 ft.-radius spread
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

As *contagion*, but all creatures within the area are infected.

Enrage Animal

Enchantment (Compulsion) [Mind-affecting]
Level: Drd 1, Rgr 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One animal per 3 levels, no two of which may be more than 30 ft. apart
Duration: Concentration +1 round/level
Saving Throw: None
Spell Resistance: Yes

Enrage animal affects only creatures of the animal type and bestows a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. This effect is otherwise identical to a barbarian's rage (see page 25 in the *Players Handbook*) except that the animal is not fatigued at the end of the rage.

Sink

Transmutation
Level: Clr 4, Drd 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature per 3 levels, no two of which may be more than 30 feet apart
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

When this spell is cast it causes 1 creature per 3 caster levels that is currently in water or another liquid to sink. Each round, each affected creature must make a DC 25 Swim check. If this check is successful, then the creatures can swim at a normal rate. If the check fails by 4 or less, the creature stays in place, balanced against the pull of the spell. If the creature fails by 5 or more, it sinks 30 feet or until it hits bottom. Once on the bottom, the creature must still make a Swim check to move.

Swamp Lung

Conjuration (Creation)
Level: Drd 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature with a respiratory system
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: No

This spell causes stagnant swamp water to flood the target's lungs. If the target is unable to breathe water, it must cough it out. If it makes the save, then this expulsion is done with little effort. If it fails, then the creature drops to the ground in a fit of coughing for 1d6 rounds and is helpless during that time. Furthermore, on a failed save, the target contracts filth fever (see page 292 in the *Dungeon Master's Guide*).

Creatures able to breathe water must make the Fortitude save in order to avoid the disease, but are otherwise unaffected.

CHILDREN OF KA

Children of Ka (minor): AL NG; 3,759 gp resource limit; Membership 82; Isolated (lizardfolk 66, dinosaur 14, human 2).
Authority Figures: Saroo (female lizardfolk Drd 10/Rog 3).
Important Characters: Saat (female awakened triceratops Drd 6—chief herds protector); Priales (male human Rgr 7—head infiltrator); Thori (male lizardfolk Drd 2/Rog 1—companion to Priales).
Others: Exclusive; Drd 3, Drd 1 (32), Rgr 3, Rgr 1 (2), Rog 1, Bbn 1.

Swamp Stride

Conjuration (Teleportation)
Level: Drd 5, Rgr 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level or until expended; see text

This spell functions as *tree stride*, but is performed by diving into swamp water and puddles rather than trees. Each pool must be at least 1 foot deep, and the exit pool of water must be similar in depth to the entry pool (within 1 foot). Unlike *tree stride*, each jump has a maximum range of 500 feet. All other effects and limitations are the same.

Swim

Transmutation
Level: Drd 3, Rgr 3
Components: V, S, M
Casing Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subject gains a swim speed equal to its land speed and can move at that speed without making Swim checks. The subject also gains a +8 bonus on any Swim checks made to perform special actions or to avoid hazards. The subject can choose to take 10 on Swim checks,

Icons by Jeremy Jarvis

even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Material Component: The scale or fin of a fish or other aquatic animal.

Swim, Mass
Transmutation
Level: Drd 6
Range: Close (25 ft. + 5 ft/2 levels)
Targets: One creature per level, no two of which can be more than 30 ft. apart

The spell functions like *swim*, except as noted above.

NEW MONSTER

The Malpheggi druids, especially those who travel into neighboring lands, often take dinosaurs as animal companions. The newly initiated have found troodons to be very useful in that regard, as their keen vision and quick speed make them excellent scouts.

Troodon

Medium Animal
Hit Dice: 1d8+3 (7 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +0/+1
Attack: Claw +1 melee (1d4+1)
Full Attack: 2 claws +1 melee (1d4+1) and bite -3 melee (1d6)
Special Qualities: Low-light vision, Scent
Space/Reach: 5 ft./5 ft.
Saves: Fort +5, Ref +4, Will +1
Abilities: Str 12, Dex 15, Con 17, Int 2, Wis 12, Cha 4
Skills: Hide +2, Listen +4, Spot +6
Feats: Alertness
Environment: Warm forests and marshes
Organization: Solitary, Pair, or Pack (3-6)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2-4 HD (Small), 5-9 HD (Medium)
Level Adjustment: –

About the size of a wolf or large dog, this bipedal lizard constantly jerks and shifts as if ready to run at a moment's notice. Its large eyes dart to study every movement closely.

Although it is one of the smallest dinosaurs, the troodon is among the more intelligent. Being far less powerful than its larger cousins, it has adapted for survival through its quick speed and alertness. An adult is about 3 feet tall, almost twice as long, and typically weighs about 90 pounds.

Combat

Troodons use their speed to their advantage, employing hit-and-run attacks and pack tactics as much as possible. However, being relatively intelligent, they quickly realize when they are outclassed and are swift to flee.

Skills: A troodon gains a +2 racial bonus to Spot checks.

MONSTER CLASS: LIZARDFOLK

Humanoid (Reptilian)

Savage warriors and fierce hunters, lizardfolk are some of the most cunning and organized denizens of the swamp. Although reputed to be nothing more then bestial savages, many tribes fall outside this norm, forming complex societies based on standards of honorable conduct, rich hunter-warrior traditions, and respect for their murky homes.

Members of this class often focus on skills that compliment their natural abilities, while aiding them in tracking and stalking through the swamp. With numerous natural weapons and significant natural armor, lizardfolk are more than a match for many of the more zealous predators and enemies they might meet in the wilds.

Racial Traits

- Starting Ability Score Adjustments: +2 Con, -2 Int. An isolated life in the swamps has made the lizardfolk sturdy, yet not particularly clever.
- Medium: As Medium creatures, lizardfolk have no special bonuses or penalties due to their size.
- Lizardfolk base land speed is 30 feet.
- Hold Breath (Ex): A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.
- Automatic Language: Common, Draconic.
- Favored Class: Lizardfolk. The best multiclassing choices of lizardfolk are druid and ranger.

Class Skills

The lizardfolk class skills (and the key ability for each) are Balance (Dex), Jump (Str), and Swim (Str).

Class Features

All of the following are class features of the lizardfolk monster class.

Weapons and Armor Proficiency: Lizardfolk are proficient with all simple weapons and shields.

Feats: A lizardfolk receives one feat at 1st level. After 3rd level, it gains feats normally according to its character level as shown on Table 3-2: Experience and Level-Dependant Benefits in the *Player's Handbook*.

Racial Skills: Lizardfolk gain a +2 racial bonus to Balance, Jump, and Swim. This bonus increases to +4 at 3rd level.

Claw: A lizardfolk has two claw attacks that are natural weapons dealing the indicated amount of damage plus Strength bonus.

Bite: A lizardfolk has one bite attack that is a natural weapon dealing the indicated amount of damage plus 1/2 Strength bonus.

LIZARDFOLK

Level	HD	Base Attack Bonus	Fort	Ref	Will	Skills	CR	Special
1	1d8	+0	+0	+2	+0	(2 + Int) x 4	1/2	Feat, racial skills +2, 2 claws 1d4, bite 1d4, +1 natural armor
2	1d8	+0	+0	+2	+0	0	1	Str +2, +3 natural armor
3	2d8	+1	+0	+3	+0	2 + Int	1	Racial skills +4, +5 natural

THE KALIF'S

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"Giants in the Earth: Strangers in Bethlehem," *Dragon* #284 (Jun 2001)
"Mysterious Ways," *Dungeon* #86 (May/Jun 2001)

SHORT STORIES (IN CHRONOLOGICAL ORDER)

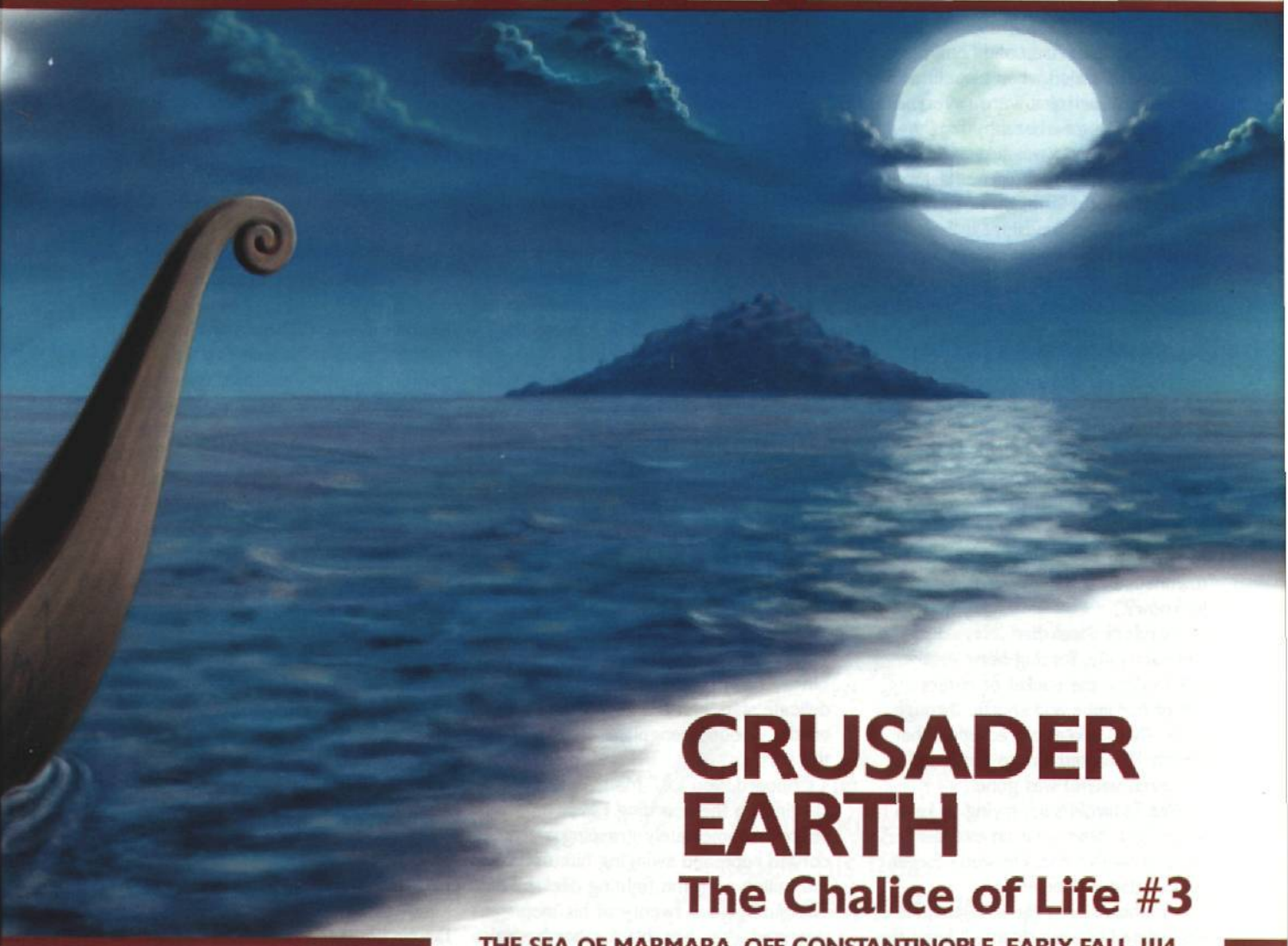
"Theodora's Ladder," *Dragon* #308
"Pilgrim's Test," *Dragon* #284
"The Tomb," *Dragon* #296
"Chalice of Life: The Leper's Hand," *Dragon* #314
"Chalice of Life: Hecate's Ring," *Dragon* #316
"Chalice of Life: The Kalif's Coffin," *Dragon* #318

PREVIOUSLY, IN "HECATE'S RING"

Seeking to prevent the despicable Ismaili'i from collecting the fragments of an ancient Nabatean relic known as the Chalice of Life, Harold Godwinson, a Poor Knight of the Temple of Solomon, and the crotchety old nun, Theodora, tracked the Ring of Hecate to Constantinople and the house of Thoros of Edessa. The exiled prince was dead, and his daughter, Arda, missing amid mysterious circumstances. Now, chased by Imperial witch-hunters, our heroes are seeking Arda and her unsuitable lover among the Princely Islands. . . .

COFFIN

by Thomas Harlan
illustrated by Eric Polak



CRUSADER EARTH

The Chalice of Life #3

THE SEA OF MARMARA, OFF CONSTANTINOPLE, EARLY FALL 1114

The sound of water lapping against rocks carried across the water, and Harold Godwinson slowed the stroke of his oars, letting the old nun Theodora peer ahead in the gloom, searching for somewhere to put ashore on the low, dark island. The servant girl Kia crouched at her side, miserable and wet, face hidden by tangled black hair. She had not fared well this day: employers murdered, position lost, dragged here and there by a great brute of a barbarian . . .

Looking over his shoulder, the young Saxon could see scattered lights—distant windows, lamps hanging in the pines, the outlines of rich houses—but no dock or quay.

Somewhere on night-shrouded Buyukada, the wayward Queen Arda and her Italian lover lay hidden, fleeing Imperial justice.

Just as we are, the Saxon knight realized with a twinge. *They flee, and we chase and are chased in turn. . . . What a strange turn of fate. All for a shard of a cup . . .*

The thought of Hecate's Ring—as prince Thoros had named the broken bit of azure glass set into a heavy band of bronze ring on the Queen's finger—turned Harold's thoughts to himself, and his stomach twisted into a hot, painful knot. The disc hidden beneath his breastplate on a leather thong seemed to burn against his chest and he imagined—just for an instant—a queer, loathsome sapphire radiance shining forth between the overlapping lozenges of his armor.

"Where do we put in?" the Saxon asked, keeping his voice low. Theodora did not answer, her face impassive, thoughts miles away. "Little bird?"

"He looked so old," the nun said, appalled. "His hair was as white as mine!" Theodora looked up at Harold, face seamed and wrinkled in the light of

the fisherman's lamp. "How did such a thing happen?"

The young knight shook his head, trying to focus on the moment. "Days pass, milady. Time leaves no one untouched. You knew him . . . before?"

Theodora nodded, straightening her shoulders. "Like Arda and her young Davide, we dallied when I was first at Court, but our roles were reversed. He was the scion of a wealthy family with noble blood, and I was just a girl from the countryside. It could not last, particularly when Matthias . . . when he gained a position in the Office of the Unclean Arts."

"Those are the Witch Hunters?" Harold bit his lip, remembering a half-seen flame flickering around the door of Prince Thoro's townhouse. "Did he know?"

Theodora shook her head abruptly, forcing herself to draw the packet of letters out of her robe and shuffle through them. "No," she muttered under her breath. "I wanted him to think well of me, even when I was gone."

"Yes," Harold said, trying to keep his voice light, "and what an excellent reunion you've had. He won't forget such a glad welcome!"

"Matthias swims like a dolphin!" Her lips twisted in amusement. "I hope the bruise lingers. That will remind him to stay out of my business! Now . . . Arda wrote 'two tall lamps under linden trees hard upon the shore.' We should be able to—there they are!"

Harold put more muscle into the oars and the skiff glided into a sheltered cove. Theodora and Kia stood unsteadily and reached out to seize the mooring ropes.

Breakers surged out of the darkness, shining with foam, and crashed onto a narrow beach cluttered with gravel, rocks, and scattered fishing boats. Above the strand, a vast wall rose into darkness, fitfully illuminated by torches and lanterns on the watchtowers. Men crowded the battlements, both civilians in their bright cloaks and robes and the Emperor's soldiers, all drawn out to watch the commotion below.

"Steady! Steady as she goes!"

In the surf, a dripping-wet officer of the Varangian Guard was shouting orders at his men as a two-banked galley maneuvered toward shore. Oars raised out of the water, sailors in linen breechclouts and red-bearded Russ buccelari crowded against the delicate hull as the ship slipped forward on the waves. With a crunch, the sleek keel ran aground and the officer, his white beard slicked against a breastplate of worked, shining iron, raised a commanding hand.

"Gangway!" The captain of the harbor-patrol galley leaned over the side, face tight with worry at the lively sea pressing and prying at his delicate ship, and the deck crew lowered a wooden gangplank down into the surf.

"Aboard, you lot," Mathias shouted, striding up the boarding ramp, his wiry old hand immediately grasping a corded rope and swinging him over the railing onto the fighting deck of the *ousiako*. A good twenty of his men swarmed after him, black tabards swallowing the light of bonfires burning on the shore. Golden crosses blazed on helm and shield alike. "Captain Tylos, well met! Did you spy a fishing skiff on your approach—one with three people aboard, a man and two women?"

"I did not! Only your signal fires and the drum signal from the tower of Septimus. What is going on?"

"Damn," Mathias growled, turning on his heel, weathered old face pinched. His eyes swept the dark horizon, broken only here and there by twinkling lights and the glow of Chalcedon far in the distance. "Where could they be bound? It must be close. Captain, are there any merchantmen lying close off-shore for the night?"

"Nothing between here and the Princely Islands." Tylos shook his head, watching with growing distress as the Varangians and witch-finders continued to pile aboard. The light galley shifted uneasily under his feet, unbalanced by the unexpected weight. "Beyond them, who could possibly tell in the dark? Now—"

"The Princely . . ." Mathias' face hardened, lips thinning into a grimace-like smile. "Thoros rents a house on Buyukada, below St. George's monastery . . ." He spun back to Tylos. "Oars to water, captain, oars to water!"

At the top of a flight of marble steps, a path led away into darkness, winding between vine-covered walls and half-seen garden buildings. The air was heavy with the warm, close scent of jasmine, roses, and pine resin. Lifting the lantern from its hook, Theodora paused, looking back at Harold and Kia.

"Tread warily now," she said. "We are hunting nervous prey. Our two lovers will be near mindless with fear and dread." The nun tilted her head at the servant girl. "Your master and mistress are dead, Kia, and if I am not mistaken, this young Italian is the cause."

The girl stiffened, raising her shaking hands to her mouth. "They . . . they were . . . murdered?"

"An accident, more like." Theodora's voice was uncommonly gentle. "But even mischanced death bears heavy on the innocent, and Queen Arda will be twice-desolate now, abandoned first by King Baldwin and now bereft of her family. I fear these two have been meddling—what is it?"

Harold's head had lifted like a hunting hound, his body tensing. "I hear someone crying."

"That," Theodora sighed in exasperation, "will be them."

The walkway they took twisted through artfully contrived grottoes and overhanging bowers, and then the windows of an exceptionally large boathouse were shining in the darkness, waxed lambskin glowing warm with lamplight. Harold stole up to the entryway, boots crunching softly on a graveled path. He paused, checking to see if Kia and Theodora were close behind.

Then he softly drew his blade and pushed open the door.

They flee, and we chase and are chased in turn. . . . What a strange turn of fate. **All for a shard of a cup . . .**

Theodora peered past the Saxon's massive bicep and saw, as she had feared, a depressingly handsome young man with wavy, shining black hair and even features standing at the edge of a loading dock, clothes rumpled, his long face pinched with horror. A woman, a younger woman than she had expected, was crumpled at his feet, white hands twisted in his, her grieving voice carrying clearly to the three intruders watching from the doorway.

"Please, my love," Arda choked, trying to keep from wailing. "You must present yourself to the authorities. There are honest judges in the city. The Emperor is merciful! He can overrule the Church, give you life—"

"That is impossible," Davide declared, his own voice thick with emotion. "I am a fiend, a man without hope, now anathema to the Church and to every man or woman who hopes for God's grace!" The young man's full lips trembled, tears streaming down unblemished cheeks. "My crime admits nothing but death at the hands of the Church, death by fire, or by red-hot irons thrust into my body! Even you must turn your dear face away, for—"

Harold started to edge forward, but Theodora clutched at his arm, pointing.

Beyond the two lovers—Arda had risen, pressing her lush body against Davide, weeping—a sleek, low-slung merchanter was moored in the boathouse. Swarthy men in colorful pantaloons lowered a long, coffin-like crate into the hold of the ship. One of the sailors, a tall, lithe man with a springy step, brown chest half-revealed by a silken shirt, approached Davide.

"My lord," the Arab said, his Greek melodious with a foreign accent, one that sounded familiar to Theodora's ear.

Yemeni, she thought, trying to remember where she'd heard the liquid tones before. *Or the Aden . . . some port on the Indian Sea?*

"One of my lookouts," the sea-captain continued, "has sighted a strange boat on the shore. It is not safe to remain here. Please, bring the lady and we'll be away in haste."

Harold glanced down at Theodora, who nodded sharply, stepping out to his left, stabbing her cane at the crewmen tying down the last of the crates. The Saxon tensed, waiting as the nun spoke.

"Luxe!"

A brilliant flare of pure white light erupted from the cane. Half a breath later, Harold charged forward, swinging Wurmbiter in a short, sharp arc at the Arab's head.

Theodora darted left, lunging for the Queen.

Shouts rang out from the blinded crewmen. Davide yelped like a cat caught between the grinding wheels of a mill and bolted out of Harold's way.

The Arab spun, unaffected by the flare, and met Harold's stroke with a flashing, curved scimitar in a ringing clang which smote the ear. The man grinned, showing perfect, even teeth in a face tanned dark by years under brilliant southern skies.

"Well struck," the Arab shouted, throwing Harold back with a quick flex of his arms. The Saxon goggled—he'd rarely met a man who could match him, strength for strength—and then ducked wildly as the sea-captain stamped in, throwing a blindingly fast slash at his head. The Arab scimitar didn't have the length of a European longsword, but the sailor's arms were lean and long enough to make up the difference. Wurmbiter rang, blocking another blow, and then Harold was parrying and cutting with all the speed he could muster.

The Arab captain laughed, his face glowing with delight, seemingly transported by the brisk play of blade on blade, steel singing in counterpoint, and the Saxon gave ground, stumbling back over a coil of rope, trying to catch his breath.

"Don't run, dear friend," the Arab called, bounding past Harold, cutting him off from the doorway to the garden lane. The man spun, gesturing with his blade, and then darted in, nearly catching the young knight by surprise, and threw a wicked cut at his neck. Harold felt his muscles spring to life, and the elf-steel blade interposed with a ringing *tiiing!* A clammy hot feeling flooded his chest, suffusing his arms, and the Saxon charged abruptly, smashing back the scimitar and making the Arab captain exert himself.

For a moment, the darkly tanned face stilled, laughter fleeing, and the Arab hurled himself to the side, barely avoiding having his arm cloven from shoulder, and rolled across the planks. Then, as Harold swung round—breath harsh—and Wurmbiter lashed down, shattering salt-stained wood, the Arab sprang up again, light as ever. The scimitar snaked in, slicing at the knight's knee, but the Saxon blocked and blocked again; then he hacked wildly, parting air where the man's head had been only an instant before.

Christ and Saint Michael, Harold thought, dazed by the speed of the exchange, *won't he ever tire?*

Theodora grappled with the distraught Queen, finding the woman well-muscled beneath the luxurious gown and ropes of pearls and beads around her neck. Arda was wailing in dismay, punching at the nun's face with all her might.

"You'll be safe," Theodora gasped, trying to pin the Queen's arms, "with us, you silly cow!"

"Nooo! Davide, help me!" The woman wailed, but the nun managed to wrench Arda's arms back and then dragged her away from the fight. Kia was standing in a half-open door on the far side of the dock, beckoning Theodora and the Queen to safety.

Laughing, the Arab dodged an overhead blow and lunged, the tip of his scimitar scoring the scale-armor under Harold's tunic. The Saxon fell back, blocking vigorously, feeling his arms burn with the effort of fending off the quicksilver speed of the sea captain. His boots slipped on oily decking and the Arab flourished at the Saxon's eyes, making Harold throw himself to the side, and then the scimitar hewed down, catching the young knight's shoulder.

The young knight shook his head. **"Days pass, milady. Time leaves no one untouched."**

Iron scales buckled under the blow, tearing through leather and cloth. Harold gasped in pain, blood streaming from split flesh. He surged up, whirling Wurmbiter in a dizzying slash, and the Arab deftly parried the blow, his blade light as a feather.

"Ha!" The sea-captain stepped neatly in, cracked the pommel of his sword down on Harold's wrist and then slashed backhanded, smashing armored links and scale into the Saxon's chest. Wurmbiter clattered to the floor from nerveless fingers, and the Saxon hit the deck hard.

"You've promise, golden-hair," the Arab said, face radiant with delight. The point of his scimitar lodged at Harold's throat, blood welling around the point. "Had Allah the Mercifiul and Beneficent seen fit to grant you another hour of life . . . well, you might have learned some skill—"

A horn sounded, belling in the air like a mournful hound.

The Arab captain looked up, his lean face shadowed with concern. The lamb-skin windows glowing white with the light of approaching torches. More horns followed, punctuated by several shouted commands.

The sea captain looked down, caught Harold's eye and grinned. "Allah is merciful!"

A dagger appeared in his hand, and the Arab flicked the weapon at the lamp illuminating the loading dock. There was a crash, the shattering sound of broken pottery, and everything was plunged into darkness.

Iron scales buckled under the blow, tearing through leather and cloth. **Harold gasped, blood streaming from split flesh.**

In a few moments, a pale gleam spilled across the floor and washed over Harold's face. The Saxon levered himself up, throat smeared crimson. He groped on the floor for Wurmbiter and saw the stern of the Arab merchanter slipping out into the darkness, the crewmen laboring at her sweeps, the tall captain shoving with a long pole.

Harold snarled to see his enemy disappear into the night, but at the same time a tight band of fear eased around his heart. *All the Saints preserve me from crossing such a swift viper again!*

"Get up," Theodora whispered, cane glowing in her hand. "We've got to get out of here. The Witch-hunters are outside."

"I see why you are afraid," the Saxon said bitterly, staring pointedly at the unnatural glow.

"Later!" Theodora growled, dragging at his arm. "We've got to get the boy and the woman out before they trap us in here."

Harold nodded, swung up to his feet, and limped around to the end of the dock. The nun followed, one hand clasped around the head of the cane to hide the light, fingers glowing red. There was a squeaking sound as the Saxon reached down behind a barrel to drag out the Italian.

"You'll be coming with us now," Harold hissed, feeling his limbs trembling with adrenaline.

Davide stared at the two of them, snuffled, and then looked around morosely. "Where . . . is my beloved?"

"She's waiting outside with Kia, you stupid git," Theodora said angrily, prodding him with her cane. "Move!"

The horns had fallen silent, although the wooded slope above the boathouse was filled with the sound of men crashing through the brush, as Harold slipped through the far door and padded along another path. "Kia? Your majesty?"

Theodora pushed Davide ahead of her, casting about in the darkness for the servant girl and the Queen. Neither were where she'd left them. "What now?" She grumbled, risking a finger's width of light from the cane. "Ah . . ."

A pair of Thessalian sandals poked out from behind a bush. Theodora stepped around and found Arda sprawled in a bed of gardenias. Davide pushed past and stopped, horrified.

The beautiful young girl who had given Theodora such a struggle was gone, leaving a middle-aged woman with a double-chin, graying hair, and flabby arms. The young Italian put a hand to his mouth. "Saint Bonaventure save us! She's been afflicted by a curse!"

"Oh please," Theodora muttered, kneeling beside the unconscious woman. "As if your first act upon realizing you had the power wasn't to clear up your spotty complexion!"

The nun ran her fingers lightly over Arda's neck and arms, and then examined her hands. The right ring finger was bruised and turning purple.

Theodora fixed Davide with a fierce stare. "She wore a ring?"

"Yes," the young man said, his voice steadying. "Yes, a beautiful but irregular blue stone with the most penetrating light. . . ."

"That's it," Harold said grimly, leaning over the Italian, fingers covering the wound at his neck. "Someone's been following us, again."

"Where did she get the jewel?" Theodora asked as she dug a phial out of her robes. "From her father?"

"Yes," the Italian said, watching his lover's pudgy nose twitch as a pungent smell wafted under her nostrils. "Master Thoros called it 'Hecate's Ring,' a token of his love for her."

Before Theodora could reply, there was a crashing sound as soldiers burst into the boathouse behind them.

"To the beach," Theodora whispered, helping a groggy Arda stand. "We'll double back to our boat."

A high hedge stood between them and the shore, but Harold forced a way open and then held back the branches so Theodora and Davide could help the Queen through. Arda clutched desperately at the Italian's arm, which seemed to make the young man very nervous. They had not exchanged a single word, but the desolate look on the Queen's face and the Italian's averted eyes were story enough for Harold.

The Saxon turned, glancing down to make sure Wurmbiter was cinched in its sheath to his side, and caught the flare of torchlight on his belt-buckle. At his side, Theodora staggered to a halt, cursing under her breath. "Matthias. Damn him!"

The white-haired Imperial officer stood on the sand, blade drawn, with twenty Imperial bucellarii arrayed at his back, long recurved bows drawn and

steady. Harold glanced left and right, saw more torches approaching, and marked the cool nerve of the armored men facing him. Gingerly, he lifted Wurmbiter's scabbard and dropped the blade onto the sand. The arrows glinting in the torchlight remained fixed upon his chest.

"Wise," Matthias barked, white eyebrows tight over a fierce nose. His gaze was fixed on the old woman, although Theodora did not seem to notice him at all. Seawater was dripping from the officer's stringy hair and seeping out of his armor in thin streams. "You are all under arrest, for crimes against Church and State alike."

Theodora was dragged into the aft cabin of a two-banked Imperial galley and pitched unceremoniously onto the deck. The bucellarii were not gentle men, and the nun was sweating, back twitching in anticipation of a knife slipping between her ribs. Matthias was waiting, arms crossed, in a pool of seawater. In the lantern-light, his craggy, age-weathered face seemed hewn from granite.

"This is why you disappeared," he rasped. "No farewell note, no anguished parting where we vowed eternal fidelity. Nothing."

The old woman let her shoulders slump, face hidden. For a moment Theodora caught her breath, trying to ignore the bitterness in Matthias' voice. "Yes," she said softly. "You were already sworn to the Church. I would not make you choose—"

"A matter," he said, abruptly, interrupting her, "only delayed."

"By thirty years," she said, starting to feel angry rather than exhausted and defeated. "You've no choice now, either. Events are in motion which must be stopped, and your ship is a godsend—"

"My ship?" Matthias straightened up, armor clinking wetly. He was openly disgusted. "You're consorting with spies, barbarians, and witches—you yourself are under suspicion! My ship will be taking us back to the City as quickly as possible and you . . . you will be . . ."

He stopped, staring hopelessly at her. Theodora felt her heart turn over queasily. *It is not possible,* she thought bitterly, *that he would still feel anything for me after so long, after I abandoned him. It is not possible.*

"You will be turned over to the Church," Matthias said, voice anguished. "Tried and put to death if . . . if you are a witch like the others."

"Witches?" The nun levered herself up and sat back on her heels. "They're children! Even Arda, who was once a Queen in Jerusalem. I have more pressing problems than two idiots who chanced onto power and so thoroughly ruined their lives as a result! Did your men see the Arab ship moored in the boathouse?"

"An Arab ship?" Matthias paused, a sharp light coming into his eyes. "A low, sleek *dhow*—a kind rarely seen in the Inner Sea? Dark sails and an able crew?"

"Yes," Theodora nodded sharply, feeling the air charge slowly with excited tension. "Do you know her captain? A tall Yemeni rascal with blindingly quick hands . . ."

"Sadir al-Sur," Matthis said with a rueful chuckle. "Smuggler, pirate, agent of the kalifate. Not the Fatamids, oh no, but their rivals in Baghdad. Yes, I know him. He is high on the list of men I would see dead." He frowned. "You've laid eyes on him yourself?"

"He was in the boatshed!" Theodora hissed in disgust. "We tried to stop him but he handled the Saxon like a side of beef and was gone before I could try and overcome him myself! Will you cut these bonds? They chafe."

Matthias raised an eyebrow and shook his head. "What was the notorious Al-Sur doing in these waters?"

"Retrieving a coffin," Theodora snapped. "Get the Italian and Queen Arda in here, and we'll have the whole story out of them in six breaths."

"Hmm." Matthias stared at her for a long moment. "You held the door at the Armenian's house closed against us by . . . sorcery? You, yourself?"

"Am I in court now?" Theodora glared at the white-haired man. "Yes, of course I did. I guessed you were hunting for the Italian, but I couldn't let you catch me instead. Time was pressing."

"Why?" Matthias knelt, staring at her eye to eye. "Why do you care if some destitute Armenian merchant is trafficking in the dark arts and with agents of the kalifate?"

"Because," Theodora hissed, almost spitting at him, "I am an agent of the Office of Barbarians, you idiot. I'm not hunting Sadir; I'm hunting his master who was here and is getting away!"

"His . . ." Matthias snorted, then looked at her sharply. "You have proof?"

"Of what?"

"That you are an Imperial agent!"

"Let me loose and I'll give you all the proof you need," she growled.

Matthias laughed a low, heartfelt chuckle, and Theodora felt suddenly, terribly sad. *One thing hasn't changed,* she lamented, remembering a certain bower, heavy blooms brushing their hair in the dark, in high summer, with men and women singing not far away, and the gentle sound of lutes and mandolins filling the air.

"I'm sure you would." The Imperial officer stepped to the door and spoke quietly to the guard outside. "Your co-conspirators will be brought to us." He frowned down at her. "Where have you been, Theo? I looked everywhere for you."

"I was in a convent," she muttered, refusing to look him in the eye.

"A convent?" Matthias was nonplussed. "You're a nun in orders now?"

"I'm not wearing black for my complexion," she hissed. "Stand me up!"

Matthias ignored the request. The door opened and the two bucellarii shoved Harold inside followed by Davide and Arda. Both looked far worse in the better light. The Saxon was bound chest, arms, and throat. Theodora's lip twitched. The Italian had, somehow, grown older in the past hour. His hair was not so sleek and shiny; his skin wrinkled. *Is that a bit of a paunch over his belt? Oh ho, vanity, thy name is Davide. . . .*

"You are all charged with aiding enemies of the State," Matthias said in a severe voice. He stared pointedly at

"Grandmother!" Matthias looked askance at the nun. **"What kind of convent were you in?"**

Queen Arda, who wilted even more. "And trafficking in the dark arts." He glared at Davide, making the Italian quiver. "And consorting with proscribed witches."

Harold was not impressed, giving back an equal glare. "Grandmother shouldn't be bound like that," he said angrily. "She's no threat to you, Greek."

"Grandmother!" Matthias looked askance at the nun. "What kind of convent were you in?"

"He's not my blood," Theodora said, properly horrified at the thought. "I'd perish birthing the girl-child who could whelp something his size! The Saxon and I are . . . We're working together."

"He's an agent of the Office?" Matthias's disbelief was plain. "A Frank?"

"I'm not French," Harold grumbled angrily, flexing his chest and arms, making the ropes groan. The two bucellarii at the door stiffened in alarm. "I'm a belted Saxon knight, spurs from the hand of King Baldwin himself, and a Knight of the Temple of Solomon!"

"Really?" The Imperial officer sniffed. "That means so much to me."

"Enough of this!" Theodora barked. "Master Davide, you've one solitary chance to keep from roasting on the 'witches' bed.' Tell the tetrarch how you and mistress Arda came to such a pass with her father."

Davide swallowed, face congealing to fish-belly white and stared at last at Arda, who was hiding behind her hands. The bruise on her ring finger was very apparent.

"And quickly," Theodora said, trying to keep her temper in check.

"I came to the City," the Italian began, voice cracking from nervousness. "To learn the secrets of the East. I had . . . I have . . . a little bit of power, but I didn't know how to do more than play with a candle flame or change the colors of cloth or . . ." He stopped, realizing Theodora was glaring at him. "I saw Arda at Admiral Dukas' summer party and . . ." A bit of a smile broke through the fear in the man's face. "I was smitten. She was so perfectly beautiful. All I wanted was to be with her."

"I was . . . furious . . . and the hate burst from me and . . . **and they were on fire, and then they were dead.**"

At his side, Arda's shoulders drooped even further.

"So," Davide straightened up a bit, "I used what I could do to make myself more presentable, and I sent her letters, and she agreed to meet me." The Italian turned to his mistress, a rueful smile on his face at last. "I took great care with my appearance that day—I'm not perfect. And we walked in the park near the cistern of Apsar. Everything seemed beautiful that day: the clear blue sky, the air itself, flowers blooming in the trees. Emboldened, I dared to show her a tiny conjuration I'd devised: to make one rosebud seem as two!"

Davide laughed bitterly, looking down at his bound hands. "It worked. But instead of two paltry petals, there were a hundred! A bouquet overflowing in my hands! I was stunned, and Arda, she was enchanted. And so we resolved to meet again."

"And we did," the Queen said, finding her voice at last. "Many times. He showed me so many wonders. I felt truly young! All the pain and suffering of the past was washed away. And I discovered I could do little things too. . . ."

Davide nodded, raising his eyes to meet Matthias's disproving glare and Theodora's somber, pensive look. "We didn't harm anyone! No thought of evil entered our hearts! We were just . . . playing. There were no pacts with darkness involved!"

"Of course," Matthias said acidly. "Everyone is mysteriously touched with power! It's a positive miracle!"

Theodora sighed, drawing everyone's attention. "Master Davide, I believe you. But there are two burnt bodies in the house of Thoros . . ."

A shadow filled Davide's face; Arda shuddered, wracked by silent weeping.

"They were Arda's mother and father, weren't they?" The nun's voice was implacable. "In the course of all this newly discovered joy, you both became careless. You—" she stabbed a finger at Davide, "—went to the house to meet Arda, and by chance, Thoros was there too. In fact, he was agitated, telling Arda and her mother to pack their bags immediately. When you arrived, Arda ran to you and Thoros realized there was more between you than polite friendship."

The Italian nodded, ashen faced. "He was furious! No one could understand why. He struck Arda and made to wrench a ring he'd gifted her from her hand. He was shouting and saying terrible things. I . . . I tried to stop him." Davide rubbed his face with the back of his hand. Theodora realized there was a dark bruise purpling across his jaw. "Itinerant students are no match for ex-soldiers, much less Armenian nobles who spent their lives fighting the Saracens on the Edessan frontier."

"He beat you," Theodora said, her voice grim, "and then you found the new power could do more than make pretty bouquets and fluttering birds in the moonlight."

"No," Davide said, shaking his hand sadly. "He put me down with one blow."

Matthias and Theodora looked at each other and then turned to Arda. The Queen's tear-streaked face was an impassive mask, mottled with eye-powder and pale yellow dust. She stared back at them with flinty, cold eyes.

"You?" Theodora said, lifting her chin.

"Pater would have killed Davide," Arda said quietly, her knuckles white. "I was . . . furious . . . and the hate burst from me and . . . and they were on fire, and then they were dead."

"So." Matthias turned to Theodora. "Murder by sorcery. Practicing illegal arts." His eyes narrowed. "But that does not explain you and your brawny Saxon in the villa. What were you looking for, dear Theo? Were you hunting Thoros, as I have been? Or this Davide?"

"Neither," the nun said, eyes glittering. "I was looking for the Queen, or more accurately, for—"

"Now, now," Harold interjected, giving Theodora a quelling look. "Its obvious her ladyship doesn't know anything!"

The nun looked at Harold and gave him a tiny shake of her head. "Child,

we're not getting off this boat unless the tetrarch believes me. We have to tell him the truth of the matter."

"About what?" Matthias's lips settled into a thin line. "What are you stepping around so carefully?"

"We were trying to reach mistress Arda," Theodora said quietly, "before Sadir al-Sur's master found her and took the cause of all this trouble from her by force or stealth." The little old woman shook her head slowly in regret. "And we have failed. The Ismali'i have the ring."

"The ring?" Matthias looked from face to face, seeing Harold's disapproval, Davide's perplexed expression, and Arda's involuntary glance at her bruised hand. "The one Thoros tried to take back from his daughter?" The Imperial officer slowly turned to Theodora. "The ring that gave this Italian fool real power?"

"Only when he was with Arda," Theodora said gently. "He's harmless now, as she is. Without Hecate's Ring on her finger, all the moonbeams and fairy-lights and gossamer clouds are daydreams once more."

A troubled look crept into Matthias' craggy features. "Who did you say had come by this trinket?"

"An Ismali'i agent," the nun said bitterly. "One who has tricked us before, who grows more brazen each time we meet! Hasan, grandson of the master of Alamut."

"Here?" Matthias bolted upright, hand on his sword. "Hasan the Younger is in Constantinople?"

"Yes!" Theodora snapped, finally letting her anger blaze forth unrstrained. "On the dhow you've ignored while it slips away in the night, heading for Egypt! You fool, if you'd just let us go!"

Matthias' expression turned pale. "What does Hasan want with this ring? I knew Thoros was in correspondence with Sadir, but not with the Ismali'i!"

Theodora made a sour face. "I'm not sure you'd believe me if I told you."

She looked at Harold, who shook his head very slowly, a desperate, pleading look in his eyes.

"Tell me." Matthias's hand crept to the hilt of his sword and there was a soft rasp as the blade began to emerge from the sheath. "Do you have proof of Hasan's presence?"

"Will you believe?" Theodora said, more to herself than the Imperial officer. She shook her head in despair. Then she lifted her gaze, staring at Arda's wan face. "What is that on your brow, mistress?"

"My brow?" The Queen looked puzzled. Matthias, taking the cue, stepped to her and brushed pale saffron dust from her forehead. He sniffed the powder, and his face tightened.

"Poppy dust. One of their tricks . . ."

"My lady," Theodora said, looking to Arda again, "did Sadir say where he was bound?"

"The citadel of Ascelon on the Levantine coast. He was surprised father was not with us . . ."

Theodora turned to Matthias again. "Thoros acquired something of immense value two years ago, but he didn't realize how valuable until he had fallen on hard times. Then he tried to auction the collection to make good his debts, and the Ismali'i noticed him. One of the things he intended to sell was Hecate's Ring, but he'd already dispersed the other items they wanted."

"Other parts? There are other rings?" Matthias sounded alarmed.

"The other items are not rings, but could easily be mistaken for jewels." Theodora's face wrinkled up in a bitter smile. "We crossed paths in Jerusalem with Hasan the Younger and he made off with a fragment, but that made its way to the Temple Mount from Thoros as part of a wedding bequest on the Queen's behalf and led us to her in turn."

Matthias scowled, glaring at Arda. "Your ring, where had he gotten it?"

"I don't know," the Queen said, quailing at the officer's expression. "Pater collected relics his whole life. That's how he kept the house in the City and mother in silk and jewels. He smuggled religious artifacts between Christian and Muslim lands." She managed a queasy smile. "Since the Franks seized the Holy City, there is a bustling market."

"Where did your father find this ring?" Matthias's voice was low.

"He . . . he had gotten some 'blue emeralds' and had them set into boxes and rings and a necklace and . . . and other things." She brightened, nodding to Theodora. "There was a reliquary he'd gifted to the Temple of Solomon! It contained a saint's withered hand!"

"We know," the nun said in a low, dry voice. "The Hand of Naaman. Did your father say where he'd gotten these 'blue emeralds?'"

"No." Arda shook her head, deflated once more. "He was very secretive about the whole business, even more so than with his dealings with Sadir and the Egyptians."

"A dead end, then." Matthias said, rubbing his chin.

"Not quite yet," Theodora said, looking sharply at him. "I have hint of a trail—but you will have to let me use my arms."

Matthias sighed and produced a dagger to cut away her bonds. The nun rubbed her elbows, giving the Imperial officer an aggrieved look and then, when her fingers were working again, she produced a bit of parchment bearing a rubbed impression of un-known letters. "The item in Jersualem was inscribed, which made an impression in some glue. Are these letters familiar to you, my lady, or to you Matthias?"

Arda peered at the bit of paper and shook her head. "I've never seen writing like that before."

"Nor I," Matthias admitted in a puzzled tone. He held the scrap up in front of the Italian. "How about you, student of the ancient arts?"

"Hmm . . ." Davide squinted at the paper. "I don't know . . ."

His face cleared, and the Italian tilted his to the side. "I believe, master tetrarch, the parchment is upside down."

Matthias reversed the paper. Davide nodded to himself, a slow smile breaking on his face. "I know this script! There is a bit of a grammar in the Exarch's

"The letters are Nabatean but the language is Latin. This says . . . **'in me be reborn.'"**

library in Ravenna. The letters are Nabatean but the language is Latin. This says . . . 'in me be reborn.'"

With a hiss, Theodora snatched back the paper and turned to Matthias. "Enough foolery here, put this ship under oars right now, and we may be able to intercept Sadir and Hasan on the sea road to Ascelon! Then a great mischief may be averted."

Harold grunted, drawing the nun's attention. He looked troubled. "Hasan was the youth I fought in the Chapel of Saints?"

"Yes," she replied sharply, "and he was under our very noses all day! All weeping and wailing and playing the innocent!"

"Kia?" Harold's eyes widened and he blushed. "But Hasan is . . . is a man!"

"Yes, and he made a pretty girl, too, didn't he?" Theodora made a groaning sound then turned sharply back to Arda. "But what did Hasan and Sadir buy from your father? What was in the long crate they loaded onto the boat? They didn't just come for the Ring, did they?"

"I don't know!" Arda wailed. "He didn't tell us!"

"I know what it was," Matthias said grimly. "Certain notables in the Fatamid government in Cairo are sometimes . . . helpful to the Empire. They informed us several months ago that a 'Greek merchant' had arranged the purchase and shipment of a certain salt-preserved body out of Egypt. A corpse, I must say, of pressing interest to the Fatamid vizier."

"Whose?" Theodora felt a stab of irritation. The intricacies of the usurper dynasty in Cairo were not completely familiar to her, and Matthias knowing more about politics of interest to the Empire than her was galling.

"The mummified body of Nazir, the last Imam of the Ismali'i, the 'true kalif,' the last descendant of the prophet Mohammed through his daughter Fatima and his son-in-law Ali. A man murdered twenty years ago by the current Fatamid vizier's father."

Theodora's face gelled into a grimace.

"What the devil do they want with this ancient body?" Harold demanded.

Theodora pressed the scrap of parchment flat, squinting at the words. "The same thing they want with all the bits and pieces of this jeweled cup . . . 'in me be reborn.'" She stared closely at Arda, who was showing signs of age. "You wore that ring on your finger every day?"

"What a horror . . ." Mathis turned a striking greenish shade. He looked truly horrified. "They could . . . they could restore Kalif Nizar to life? To a living, moving body?"

"Huh!" The little nun grimaced in distaste. "There is no guarantee the 'living body' would be occupied by the soul of this Nizar, but something would certainly move the limbs to uncanny life, and whatever fell spirit took up residence would surely join the Ismali'i in making as much mischief as possible for the living."

"A catastrophe." Mathias sat down heavily on the cabin's tiny bunk. "The situation in Egypt is parlous as it stands now. With Nizar reunited with his followers in Syria, there will be civil war for certain." He pressed his hand to lips, thinking, eyes dark with concern.

"So?" Harold shrugged belligerently, testing his bonds once more. "Then the Saracens can slaughter each other and leave us in peace!"

The Greek officer's face stilled, and dark, cold eyes shifted to fix the young knight with an angry glance. "Now I am sure Theodora has kept you in her service out of pity and kindly mercy rather than any great estimation of your mind, wit, or common cunning!"

"Hsst! Mathias, the boy has only recently come into this part of the world." Theodora stifled her amusement, although the corners of her eyes were tight with ill-disguised worry. "Child, do you believe the Latin Kingdom would last more than a summer—more than a year—if the emirate of Syria and the kalifate of Cairo were united against King Baldwin? If Jerusalem were assailed on all sides?"

The Saxon stiffened in defiance, and he started to say, "The knights of the Kingdom are the bravest—"

"No one disputes this," the nun said as gently as she could manage, "but the Crusaders captured Jerusalem in the midst of a bitter feud among the Seljuq emirs who succeeded the late and unlamented Sultan Arslan—a struggle, my young friend, which ensured none of them could concentrate their ire upon your 'brave knights.' But now, if the Ismaili's gain control of Egypt—"

"As they already influence Syria and even Baghdad!" Mathias lamented.

"Then," Theodora continued, "vast armies will issue forth from black Ascelon in the south, and from Damascus and Tyre in the north, and holy Jerusalem will be their goal. Deathless Nizar will rule in the third-holiest city in all Islam, and the knives of the Ismaili's will drink deep of his enemies' blood, all if Hasan the Younger and his agents can secure the last pieces of this Nabatean trinket!" She held up the parchment again, face grim. "Which, it seems, they have done. They have the Ring and the Hand, what else could they lack?"

"What kind of language is Nabatean? Where did this thing come from?" Harold asked, plaintively.

"Ah, I know this," Davide declared in a proud tone, "from the Red City, from Petra, in the depths of Moab. Sir knight, why is your face so pale?"

Harold looked sick, pressing the hilt of his sword to his breast. "Petra. Yes, I know Petra."

"You do?" Theodora gave the Saxon a considering look. "Good, for I fear if Hasan has the rest of the 'blue emeralds,' we will be forced to give chase and the Good God alone knows the end of our trail. . . ."

To be concluded in "The Altar of Duzars" in issue #319!

She held up the parchment again, face grim.
"They have the Ring and the Hand, what else could they lack?"

Countdown to EBERRON

Encounter the Warforged

by Mat Smith · illustrated by Sam Wood

The world of EBERRON boasts an array of different character races. There you will encounter such familiars as dwarves, elves, gnomes, half-elves, half-orcs, halflings, and humans. You will also discover new races unique to the setting, including changelings, the kalashtar, and shifters. Whether old or new, each of the character races has a look and feel that's distinct to the cinematic, pulp-noir flavor of the *EBERRON Campaign Setting*. No other race, however, is so closely linked to the spirit of this magically infused, war-torn world as the race of sentient constructs known as the warforged.

BUILT FOR BATTLE

The master crafters of House Cannith originally conceived the warforged as constructs for labor and industry. As a new age dawned on the kingdom of Galifar, experimentation led to the development of newer models—constructs designed for exploration and defense. It was around this time that King Jarot began to perceive innumerable threats to Galifar, threats which he imagined were gathering all around the kingdom—hordes of monsters from the western reaches, the mysterious elves of Aerenal, the barbarians of Argonnessen, and many others. Seeing the potential of the versatile constructs and how they could play a part in protecting Galifar from the dangers arrayed on all sides, the king urged House Cannith to develop new constructs designed for war.

Merrix d'Cannith created the first warforged prototype. When King Jarot died, and his children sundered the kingdom, each faction was bolstered by its own compliment of warforged. While the initial warforged model was a remarkable achievement, Merrix believed he could create an even better soldier. Within twenty years of the beginning of the Last War, Merrix introduced near-sentience into his warrior constructs. Several years later, Merrix's son, Aarren, made the final breakthrough that resulted in the warforged becoming truly living constructs.

During the last thirty years of the war, House Cannith created and sold warforged soldiers to anyone who could afford them. While Breland, Thrane, and Cyre fielded the largest armies of warforged, virtually every nation involved in the conflict was strengthened by

at least a small force of the combat-hardened warrior constructs. By the final years of the Last War, the warforged were thoroughly associated with the continually escalating, seemingly endless battle.

The Treaty of Thronehold brought an end to the Last War and established two important factors regarding the warforged. First, the status of warforged was changed: They were no longer property—they were people. Second, House Cannith was forbidden to produce any more warforged. While some nations, such as Thrane and Karrn'ath, retain control of some warforged through indentured servitude, most of the warrior constructs are free to make their way in the world. Some of these warforged choose to continue in their roles as soldiers; others pursue different options that suit their own individual desires. In the aftermath of the Last War, many warforged discover that the adventurer's life is one to which they are well suited.

WARFORGED

Built as mindless war machines to fight in the Last War, the warforged developed sentience as a side effect of the arcane experiments that sought to make them the ultimate weapons of destruction. With each successive model that emerged from the creation forges of House Cannith, the warforged evolved until they became a new type of being—living constructs.

Warforged are renowned for their combat prowess and their single-minded focus. They make steadfast allies and fearsome enemies. Earlier models of warforged are true constructs, and some of these remnants of the Last War appear in monstrous varieties, such as the warforged titan (described in the *Eberron Campaign Setting*).

Warforged Racial Traits

• +2 Constitution, -2 Wisdom, -2 Charisma: Warforged are resilient, but their difficulty in relating to other creatures makes them seem aloof or even hostile. They are also less perceptive than humans.

• Living Construct: Warforged are living constructs with some of the advantages and disadvantages of both living creatures and constructs, as detailed below.

• Medium: As Medium constructs, warforged have no special bonuses or penalties due to their size.

• Warforged base speed is 30 feet.

• Composite Plating: The composite plating used to build the warforged provides a +2 armor bonus. This plating is not natural armor and does not stack with other effects that give an armor bonus (other than natural armor). This composite plating occupies the armor/robe body location, and thus, a warforged cannot wear armor or magical robes. Warforged can be enchanted just like armor can be, though they must be present for the entire time it takes to enchant them.

Composite plating also provides a warforged with a 5% arcane spell failure chance, similar to the penalty for wearing light armor. Any class ability that allows you to ignore the arcane spell failure chance for light armor lets you ignore this penalty as well.

• Living Construct (Ex): A living construct is a subtype of construct, given sentience and free will through powerful and complex creation enchantments. A living construct is a sentient, artificially constructed creature that combines aspects of both constructs and living beings. As a living construct, a warforged has the following features:

—A warforged gets its Hit Dice, base attack progression, saving throws, and skill points from the class it selects.

—As a created life form, a warforged has a Constitution score.

—A warforged only has normal vision.

—As a living construct, spells that target constructs as well as those that target living creatures affect the warforged. Because of this, damage dealt to a warforged can be healed by a *cure light wounds* spell or a *repair light damage* spell, and a warforged is vulnerable to *disable construct* and *harm*. However, spells from the healing subschool provide only half effect to a warforged.

—A warforged is not immune to mind-affecting effects.

—A warforged is immune to poison, sleep effects, paralysis, disease, nausea, and energy drain. A warforged is not immune to death effects or necromancy effects, except those mentioned here.

—A warforged responds slightly differently to reaching 0 hit points than other living creatures do. At 0 hit points, a warforged is disabled, just like a living creature. He can only take a single move action or standard action each round, but strenuous activity does not risk further injury. When his hit points are between -1 and -9, a warforged is inert. He is unconscious and helpless, and he cannot perform any actions. However, an inert warforged does not lose additional hit points unless more damage is dealt, exactly like a living creature that is stable.

—A warforged cannot heal damage naturally. It must be healed or repaired.

—A warforged is subject to critical hits (but see the light fortification feature), nonlethal damage, ability damage, and ability drain.

—A warforged does not need to eat, sleep, or breathe, but he can still benefit from the effects of consumable spells

MAKING THE MOST OF THE MACHINE

While many warforged seek to embrace their "humanity" or to pursue vocations beyond the battlefield, some instead concentrate on finishing the task that Merrix and Aarren d'Cannith began: to become the most highly refined instruments of battle ever conceived.

From the moment they emerge from the creation forges of House Cannith (or that of the renegade Lord of Blades), each of these warforged focuses on the rigorous self-improvement, enhancements, and augmentations that will shape it into a deadly living weapon—the warforged juggernaut. The warforged juggernaut prestige class appears in the *Eberron Campaign Setting*.

The first warforged miniature appears in the *Giants of Legend* miniatures set, due to release in June.

WARFORGED AND THEIR WORLD

"The warforged draw on two of the central themes of Eberron: the important role that magic plays within civilization and the impact that the recent war has had on the nations of Eberron. Golems are mainstays of the Dungeons & Dragons game, but golems are mindless creatures and require the work of extremely powerful spellcasters (and a secondary element of Eberron is trying to limit the number of high-level NPCs in the world to ensure that the player characters are important). The warforged are a bridge between human and golem. A warforged soldier lacks the full power of an iron golem, but it is sentient and capable of responding and adapting to evolving tactical situations. What it lacks in raw physical power, it can make up for in skill, since unlike a golem, a warforged can gain class levels. Meanwhile, it remains a tireless soldier, capable of fighting for days without food, water, or sleep—a useful tool to have in your arsenal in a major war.

"Now the war is over, and the country that used the greatest number of warforged no longer exists. As a warforged, a player character must determine the role it played in the war and what role it will play in the future. Will it embrace its warrior nature, honing its martial skills and searching for new battles to fight? Will it turn its back on its original purpose, embracing the study of magic or the religions of its creators? How does it feel about the Lord of Blades, the warforged insurgent who seeks to rally the other constructs against the organic beings of the world?

"Shaped by magic and tempered in battle, the warforged embody the core ideas of Eberron. Between the roleplaying potential of these warrior constructs and the interesting game mechanics associated with the race, I would be surprised to see an adventuring party that does not include a warforged in its ranks."

—Keith Baker

and magic items such as *heroes' feast* and potions.

—A warforged is immune to the effects of fatigue and exhaustion.

—As a living construct, a warforged can be *raised* or *resurrected.*

• Light Fortification (Ex): When a critical hit or sneak attack is scored on a warforged, there is a 25% chance that it is negated, and damage is instead rolled normally.

• A warforged has a slam attack that deals 1d4 points of bludgeoning damage. This is a natural weapon.

• Automatic Languages: Common. Bonus Languages: None.

• Favored Class: Fighter. A multiclass warforged's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.

WARFORGED FEATS: FINE-TUNING THE MACHINE

In addition to all the other feats available to any character, warforged may take advantage of a specialized collection of feats that augment or enhance properties of their construct bodies. Here are a few of the feats available to warforged characters.

ADAMANTINE-LACED BODY [WARFORGED]

At the cost of mobility, a warforged character's body can be crafted with a layer of adamantine that provides formidable protective armor and some damage reduction.

Prerequisites: Warforged, 1st level only.

Benefit: Your armor bonus is increased to +8 and you gain DR 2/adamantine. However, your base speed is reduced to 20 feet, and for all purposes, you are considered to be wearing heavy armor. You now have a maximum Dexterity bonus to AC of +1, a -5 penalty to all skills that armor check penalties apply to (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble), and an arcane spell failure chance of 35%.

Normal: Without this feat, your warforged character has an armor bonus of +2.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Warforged druids who take this feat cannot cast druid spells or use any of their druid supernatural or spell-like class abilities. This feat cannot be combined with the Mithral-Laced Body feat.

IMPROVED DAMAGE REDUCTION [WARFORGED]

You improve warforged damage reduction.

Prerequisite: Warforged.

Benefit: You gain DR 1/adamantine or improve your existing DR by 1.

Special: If you have the Adamantine-Laced Body feat, you may take this feat multiple times.

IMPROVED FORTIFICATION [WARFORGED]

You improve your warforged fortification to gain immunity to critical hits and sneak attacks.

Prerequisite: Warforged, base attack bonus +6.

Benefit: You gain immunity to critical hits and sneak attacks; however, you lose the ability to be healed by magical healing.

MITHRAL-LACED BODY [WARFORGED]

A warforged character's body can be crafted with a layer of mithral that provides some protection without hindering speed or grace.

Prerequisites: Warforged, 1st level only.

Benefit: Your armor bonus is increased to +5, and for all purposes you are considered to be wearing light armor. You now have a maximum Dexterity bonus to AC of +5, a -2 penalty to all skills that armor check penalties apply to (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble), and an arcane spell failure chance of 15%.

Normal: Without this feat, your warforged character has an armor bonus of +2.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Warforged druids who take this feat cannot cast druid spells or use any of their druid supernatural or spell-like class abilities This feat cannot be combined with the Adamantine-Laced Body feat.

MITHRAL FLUIDITY [WARFORGED]

Your movements are smoother and more fluid than other warforged.

Prerequisites: Warforged, Mithral-Laced Body.

Benefits: The maximum Dexterity bonus you can apply to AC is increased by 1. In addition, the armor check penalties to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble are reduced by 1.

Special: This feat can be taken multiple times. Its effects stack. However, armor check penalties cannot be reduced to less than +0.

The exciting, new *EBERRON Campaign Setting* hits the shelves of your favorite bookstore or hobby shop in June. Until then, keep coming back to see more of what you can expect to find inside.

Next month, you'll get to explore the different aspects of magic that pervade the entire world of EBERRON, including the magewright, an assortment of new spells and cleric domains, a glimpse at the cosmology of EBERRON, and a look at one of the more interesting and dangerous creatures spawned by the Last War—the living spell.

CRAFTING THE WARFORGED

"The warforged, one of many unique elements to the *EBERRON Campaign Setting*, first appeared in Keith's 125-page setting bible. I can't remember whether they came out of discussions we had with Keith prior to sending him off to write the bible, or whether we just found them when we were reviewing it. In the bible, the warforged had a different name and a slightly different origin, but the basics of the idea were in place. James Wyatt and I discussed them a bit, and I believe it was James who suggested the name that stuck—the warforged. We even played with that as the name of the setting for a time, before deciding to go with the name of the world.

"The artists love the warforged. Steve Prescott, one of the concept artists we brought in to help us visualize the world, created the look of the basic warforged character. Another of our concept artists, Mark Tedin, developed one of the larger versions that will grace the monster section of the campaign setting book. And our cover artist, Wayne Reynolds, has illustrated a few different individual warforged that you're just going to have to see to believe. The thing about them, as with any core race, is that while they may have a class or two they are best suited for, any individual warforged might select any class. So, in addition to the fighters and barbarians, we've seen versions of the other extreme—warforged wizards and sorcerers.

Shaped by magic and tempered in battle, the warforged embody the essential themes of Eberron.

"My goals for the race were simple. I wanted to maintain the spirit of Keith's idea: that the warforged were sentient constructs built for war trying to find their place in the newly achieved peace. Other key parts of the idea as originally put forth is their alien nature, that they would maintain some construct traits, and that bonding magic items to themselves would be a key feature of character improvement.

"I wanted to make sure we could build the rules so that the warforged wouldn't need a level adjustment. For a core race in the setting, it's important that there are as few obstacles as possible. You don't have to give up class features to make a dwarf or elf character, for example, and I wanted that to be true of the warforged (and the other new races we've developed for the setting). This was one of the hardest aspects of the race to balance, and it took the work of all three designers (Keith, myself, and James Wyatt), our development team (led by Andrew Finch), and our playtesters.

"I wouldn't be surprised if most adventuring parties in EBERRON have a warforged character among them, and I know we'll see the warforged begin to migrate to other campaign worlds—not necessarily in products, but certainly among gaming groups everywhere. The warforged are just that cool and new. They're definitely DUNGEONS & DRAGONS, but they're also definitely something new built within the parameters of the game system."

—Bill Slavicsek

Expanded Psionics Preview #4
Psionic Monsters

BY BRUCE R. CORDELL

The psionics rules for DUNGEONS & DRAGONS receive a facelift in the *Expanded Psionics Handbook*. The new psionics rulebook seeks to improve on the 3rd edition *Psionics Handbook*, with more content, revisions to problem mechanics, and a few completely new systems that simplify your psionic experience.

The first preview article for the *Expanded Psionics Handbook* (*DRAGON* #314) discussed the new player character races, featuring an all new race, the synads. The second preview article (*DRAGON* #316) described psionic feats and the concept of psionic focus. The third preview article (*DRAGON* #317), showed changes to psionic powers. In this article, you'll learn something about psionic monsters.

PSIONIC MONSTERS

The 3rd edition *Psionics Handbook* contained a selection of psionic monsters; some new, but many revised from earlier creatures of the same name.

You might be familiar with the monsters from the *Psionics Handbook*. Certainly, you know of the psionic monsters in the *Monster Manual*, such as the illithid and aboleth, both of which can use psionics. In 3.0 rules, psionic monsters could use psionic powers, but instead of using power points, they could freely manifest their powers a number of times per day; specific monsters each knew a specific list of powers.

Essentially, none of this changes in the *Expanded Psionics Handbook*.

Early design drafts of the *Expanded Psionics Handbook* contained rules for monsters manifesting their powers from a pool of daily power points, just like characters, but later development drafts of the rulebook pushed monsters back toward their *Psionics Handbook* mechanical base. While there is an elegance to character and monster mechanics working in union, the opinion that carried the day was that it was still simpler, on the whole, for monsters to continue to freely manifest their powers.

Psionic monsters do see some changes, however, simply because they now see the benefit of the new "technology" of power manifestation and feat usage. Psionic monsters also get their own subtype (as do psionic characters).

The Psionic Subtype

The psionic subtype applies to creatures that can use psionic powers or abilities and those that have the ability to manifest powers. (In other words, a creature with the psionic subtype either has a power point reserve or has psi-like abilities.) It also applies to creatures from other books (such as the *Monster Manual)* that have spell-like abilities labeled as "psionics." Characters who have levels in any class that grants the use of psionics, or who have psi-like abilities as racial traits, also gain the psionic subtype.

PSI-LIKE ABILITIES

All creatures with psi-like abilities are assigned a manifester level, which indicates how difficult it is to dispel their psi-like effects and determines all level-dependent variables (such as range or duration) the abilities might have. When a creature uses a psi-like ability, the power is manifested as if the creature had spent a number of power points equal to its manifester level, which may augment the power to improve its damage or save DC. However, the creature does not actually spend power points for its psi-like abilities, even if it has a power point reserve due to racial abilities, class levels, or some other psionic ability. For example, a creature that manifests *mind thrust* as a 5th-level manifester effectively spends 5 power points on the power, and therefore deals 5d10 points of damage and adds 2 to the save DC of the power.

The DC of a saving throw (if applicable) against a creature's psi-like ability is 10 + the level of the power or spell the ability duplicates + the creature's Charisma modifier. Remember to check the power's Augment entry to see if the creature's manifester level (and thus the effective power point expenditure) increases the DC of the saving throw.

Other than the fact that all psionic creatures have psionic powers or psi-like abilities, psionic creatures have no specific traits. The psionic subtype simply identifies creatures that might be vulnerable to powers, spells, and effects targeting psionic creatures.

Psionic monsters are said to have psi-like abilities, which are very similar to spell-like abilities. Naturally, they are psionic (and therefore magical as well, unless the DM has decided to segregate magic and psionics in the campaign) and work just like powers or spells. A creature with psi-like abilities does not pay for these abilities with power points and does not pay any XP cost associated with manifesting a power their abilities duplicate that otherwise has an XP cost.

NEW PSIONIC MONSTERS

Neither of the psionic monsters introduced below are actually taken from the *Expanded Psionics Handbook*. They are unique to this article but are compatible with the rules and powers introduced in the *Expanded Psionics Handbook*. In some cases, that means you might have to wait until you get a copy of the *Expanded Psionics Handbook* to understand the full extent of the creature's capabilities.

Larval Flayer

Tiny Aberration (Psionic)
Hit Dice: 3d8+3 (16 hp)
Initiative: +8
Speed: 15 ft. (3 squares), climb 10 ft.
Armor Class: 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14
Base Attack/Grapple: +2/+0
Attack: Touch +8 melee (1d3)
Full Attack: Touch +8 melee (1d3)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Attach, brain sap, psi-like abilities
Special Qualities: Blindsight 30 ft.
Saves: Fort +2, Ref +5, Will +4
Abilities: Str 10, Dex 18, Con 13, Int 4, Wis 13, Cha 12
Skills: Climb +12, Hide +14, Move Silently +8
Feats: Improved Initiative[B], Stealthy, Weapon Finesse
Environment: Underground
Organization: Solitary, pair, or pool (3-12)
Challenge Rating: 2
Treasure: None
Alignment: Usually chaotic evil
Advancement: 4-6 HD (Small); 7-12 HD (Medium)
Level Adjustment: –

This creature appears somewhat like a tadpole, although it is a full two feet in length. It is eyeless, and its "tail" is a squiggling mass of four tentacles, which partially obscure a lamprey-like mouth.

Mind flayers are said to reproduce through a process called ceremorphosis. This gruesome method involves the implantation of larval-stage mind flayers (also called illithid tadpoles) into recipient creatures. If tadpoles grow too large for implantation, they are destroyed, but sometimes they escape the briny pool of their birth.

Even after growing just a little bit, larval flayers are dangerous. Despite being only 2 feet long, their blossoming psionic abilities, combined with their inborn need for nutrition of a specific type, makes them a threat no creature wants to come upon unawares. In the fullness of time, larval flayers grow into neothelids (see the *Expanded Psionics Handbook)*, but most are slain by their kin: Illithids view the unrestrained growth of their larva as taboo.

Combat

A larval flayer attacks by using *psionic dimension door* to drop onto a victim from above, finding a vulnerable spot (typically near the neck), and plunging its stubby tentacles into the flesh. This is a touch attack that can target only Small or larger creatures.

Attach (Ex): If a larval flayer hits with a touch attack, it uses its four proto-tentacles to latch onto the opponent's body (usually the head). An attached larval flayer is effectively grappling its prey. The larval flayer loses its Dexterity bonus to Armor Class and has an AC of 14, but holds on with great tenacity. Larval flayers have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached larval flayer can be struck with a weapon or grappled itself. To remove an attached larval flayer through grappling, the opponent must achieve a pin against the larval flayer.

Brain Sap (Ex): A larval flayer eats gray matter, dealing 1d4 points of Intelligence damage each round it remains attached. Once it has dealt 4 points of Intelligence damage, it detaches and slithers off to digest the meal. A larval flayer can reduce its victim to 0 Intelligence in this fashion, which in this case kills the victim. If its victim reaches 0 Intelligence before the larval flayer's appetite has been sated, the larval flayer detaches and seeks a new target.

Psi-like Abilities: 3/day—*burst, psionic levitate;* 1/day—*psionic dimension door* (ML 7th). Manifester level 3rd. The save DCs are Charisma-based.

Shadow Eft

Large Outsider (Evil, Extraplanar, Psionic)
Hit Dice: 6d8+18 (45 hp)
Initiative: +1
Speed: 50 ft. (10 squares)
Armor Class: 20 (-1 size, +1 Dex, +10 natural), touch 14, flat-footed 23
Base Attack/Grapple: +6/+14
Attack: Claw +9 melee (1d6+4)
Full Attack: 2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Psi-like abilities, venom of the mind
Special Qualities: Blindsight 60 ft., hide in plain sight, spell resistance 19, aversion to daylight
Saves: Fort +8, Ref +6, Will +7

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Abilities: Str 19, Dex 13, Con 17, Int 11, Wis 14, Cha 16
Skills: Balance +10, Climb +13, Hide +10*, Jump +21, Listen +11, Move Silently +10, Sense Motive +11, Spot +11
Feats: Dodge, Improved Natural Attack (bite)[B], Mobility, Spring Attack
Environment: Plane of Shadow
Organization: Solitary or emptiness (5-8)
Challenge Rating: 5
Treasure: Double standard
Alignment: Always neutral evil
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment: –

An awful shape oozes from the night. It is a creature formed half of bone and half of darkness so absolute that it possesses actual substance. In silhouette like a faceless, wingless demon, its bony claws are long and tipped with the blackness of utter void.

A shadow eft is a large demonic humanoid in shape, a fiend without features except for fused bone and solidified shadow. It stands eight feet tall and weighs about three hundred pounds, on average.

Shadow efts are a race of psionic monsters that dwell between worlds, subsisting on psychic residue. Sometimes, traumatic events cause emotion so intense that shadow efts are drawn through conduits of darkness, where they are able to prey directly upon sentient minds. Their numbers on material worlds swell on the darkest night of the year, the winter solstice, when the night has her greatest dominion over all the world.

Shadow efts cannot speak, although they understand a variety of languages, including Common.

Combat

A shadow eft prefers to strike from hiding, readying itself with offensive psionic powers and then charging forward using its *psionic lion's charge* ability.

Venom of the Mind (Ex): Whenever a shadow eft uses its *truevenom* psi-like ability, it heals 5 hit points, via a psychic transference, for each 1 point of Constitution damage dealt to its victim, no matter the shadow eft's spatial or planar separation from the victim.

Psi-Like Abilities: 3/day—*duodimensional claw, psionic lion's charge, truevenom* (ML 7th); 1/day—*shadow body* (ML 15th). Manifester level 6th. The save DCs are Charisma-based.

Aversion to Daylight (Ex): Shadow efts are creatures of the night and loathe light. If exposed to natural daylight (not merely a *daylight* spell), they take a -4 penalty on all attack rolls, saving throws, and skill checks.

Hide in Plain Sight (Su): A shadow eft can use the Hide skill even while being observed. As long as it is within 10 feet of some sort of shadow, a shadow eft can hide itself from view in the open without having anything to actually hide behind. It cannot, however, hide in its own shadow.

Skills: *When hiding in a dark area, a shadow eft gains a +8 racial bonus on Hide checks.

FANG & SHADOW

Campaign Play for D&D Minatures

by Jesse Decker and Michael Donais

Add excitement to the DUNGEONS & DRAGONS skirmish game by playing a short campaign. Skirmish campaigns include a short series of battles that pair players of relatively equal skill. They reward consistent victories by tracking each player's score and allow the warband's primary commander (called the warlord in campaign play) to gain small advancements in level and ability. Chapter 5 of the *Miniatures Handbook* outlines the basic rules for campaign play, including guidelines for campaigns of different lengths, scoring, player pairing, warlord advancement, and magic items.

This month, "Under Command" looks at a specific campaign themed around the vicious struggles of powerful drow houses, describes new scenarios for use either in campaign play or as one-shot skirmishes, and provides optional rules for equipping your warband with magic items. In addition, players of the D&D roleplaying game will find a selection of new drow-themed magic items.

USING HALLS OF THE SPIDER QUEEN

The Halls of the Spider Queen skirmish campaign described in this article requires the *Miniatures Handbook* to use. However, the new magic items described here can be used in both skirmishes and the DUNGEONS & DRAGONS roleplaying game. The scenarios described here can be used in the D&D skirmish game even if you don't have the *Miniatures Handbook*.

HALLS OF THE SPIDER QUEEN

Lolth, the demon goddess of the drow, rules with a cruel and fickle hand. Her complex schemes blend together, forming a web of plots impenetrable to even her most devout worshippers. Yet as subtle and unpredictable as the Spider Queen is, her desire to test her favored servants, the drow, remains ever present. As other races penetrate ever more deeply into the Underdark, the Spider Queen drives her followers out from their great cities to meet the invaders. To encourage her people to greater heights of power and cruelty, Lolth has scattered magic rings, known as *rings of the spider*, throughout the Underdark and promised great power and prestige to any of her followers who retrieve them. Drow of every caste have struck out into the Underdark in small bands, dramatically increasing the tension between other underground denizens, their own forces, and even surface-dwelling races. As a result, the areas around drow cities teem with small warbands of nearly every affiliation, the drow hoping to secure the favor of their demon goddess and many others hoping to thwart the plans of the Spider Queen.

The Halls of the Spider Queen is a D&D Skirmish game campaign designed to support the campaign rules described in Chapter 5 of the *Miniatures Handbook*. To learn the basics of campaign play, turn to page 111 of the *Miniatures Handbook*.

CAMPAIGN STRATEGY

Here are a few tips to get you up to speed on campaign play. Remember that you can reconfigure your warband each round. Take a look at what people are winning with and try to design your army around those. If the person that is winning keeps changing his warband, then this can backfire, so watch out for that too. Fortunately, most warbands will be weaker in some scenarios and stronger in others, so randomly rolling for scenarios each round will cause some interesting situations. Choose your warlord carefully, because as she increases in level she becomes very important. Try to find a warlord with good defenses or, if her defenses are low, keep her in the back so that she can survive to gain a level.

SPECIAL RULES

There are some special rules for building warbands and playing scenarios in the campaign.

You can use more than one copy of the Mushroom Tangle tile that was featured in *DRAGON* #316 when selecting your terrain cards. You still choose and place three terrain tiles and one assembly tile in each scenario.

Any warband that includes at least four drow figures gains a +4 bonus to

the terrain initiative roll and to the first two normal initiative rolls of each game.

Once the campaign progresses to the point that play features 100-point (or more) warbands, the Drow Cleric of Lolth becomes an eligible choice for a warband's warlord. Because the Drow Cleric costs too many points to be chosen as a warband's initial warlord, you must follow the normal rules for using a substitute warlord if you decide to switch to the Drow Cleric.

Playing a Halls of the Spider Queen Campaign Round

See page 111 of the *Miniatures Handbook* for full rules on setting up and running a skirmish campaign.

Step 1: Pairing

This step works exactly as described on page 112 of the *Miniatures Handbook*.

Step 2: Determine Scenario

The Halls of the Spider Queen campaign uses a special subset of the scenarios presented in the *Miniatures Handbook* plus a few scenarios new to the campaign (see New Scenarios section). One player rolls 1d20 and consults the table below to determine which scenario they all will play. Everyone plays the same scenario each round.

Random Underdark Campaign Scenarios

d20	Scenario
1-5	Standard (see the *Miniatures Handbook*)
6-9	Quickstrike (see the *Miniatures Handbook*)
10	Ancient Drow Ruins
11	Kuo-Toa Sacred Pool
12	Touched by Lolth
13	Drow Ambush
14	Prowling Large Monstrous Spiders
15	Prowling Umber Hulk
16	Chambers of Dread (see the *Miniatures Handbook*)
17	Contested Ground (see the *Miniatures Handbook*)
18	Halls of Decay (see the *Miniatures Handbook*)
19	Restless Dead (see the *Miniatures Handbook*)
20	Warlord's Tomb (see the *Miniatures Handbook*)

Step 3: Victory and Loss

This step works as described on page 112 of the *Miniatures Handbook*, with one exception. In addition to the normal magic items found at the end of each scenario, the victor also finds a *ring of the spider*. Lolth commanded her followers to retrieve these rings, and they have special power in the hands of a drow. These magic rings are described for both RPG and skirmish play in the section entitled Treasures of The Spider Queen.

Spread at the whim of the Spider Queen, the caverns of the Underdark house unique and powerful magic items.

After a Halls of the Spider Queen Round

The rules about changing warbands are described on page 112 of the *Miniatures Handbook*.

Step 1: Warlord Advancement

The campaigns chapter of the *Miniatures Handbook* provides a simplified skirmish-only prestige class for commanders in campaign play. If you win a scenario with your warlord alive and on the battle grid, it attains a new level in either the warlord prestige class described on page 112 of the *Miniatures Handbook*, or a level in one of the three prestige classes described in the New Commander Prestige Classes section. Warlords who advance more than once need not always choose to take a level in the same warlord prestige class—any warlord can take a level of any warlord prestige class whenever it advances. There is no penalty for multiclassing within a skirmish campaign.

Step 2: Reconfigure Warbands

This step works exactly as described on page 113 of the *Miniatures Handbook*.

New Scenarios

The Halls of the Spider Queen campaign uses some of the scenarios presented in the *Miniature's Handbook*. It also presents several new scenarios, as described below.

Ancient Drow Ruins

You have come across ancient drow ruins The attackers foresee ancient and valuable rewards within. The opposing warbands rush to beat one another to the treasure.

Special Rule: Before terrain set up begins, place two Treasure Rooms in the exact center of this map. The Treasure Rooms face opposite directions and the side openings match up so that they are connected. These Treasure Rooms represent the ancient drow ruins.

Any model that takes only a move and does not attack or move twice can search the ruins. That model's owner must roll 1d20. On a 14-20, that model finds a new magic item (rolled randomly). The discovered magic item is permanent just like those obtained through campaign play. Only one magic item can be found in this way. If the battle ends before anything is found, then the victor gets the magic item.

In addition, a second magic item (rolled randomly) is found by whoever wins the scenario (standard skirmish rules). This scenario always provides two magic items above what is normally found in a campaign game.

Drow Ambush

You are marching through the Underdark when you are ambushed. Your warlord must make it through at all costs.

Special Rules: The ambushed warband (determined randomly) must rush across the board while the ambusher tries to stop him with the help of some drow forces. The ambusher may add two Drow Archers or Drow Fighters to his warband for this scenario. They are considered to be the same faction as the rest of the ambusher's warband.

Victory: The ambusher wins by eliminating the ambushed warband or preventing more than half of it from escaping. The ambushed warband wins

by moving half of his points off the opposite edge of the map. Anywhere on the edge of the battlegrid that is not blocked by walls is legal.

Kuo-Toa Sacred Pool

The Magic Circle represents the Kuo-Toa Sacred Pool. It is a large, knee deep phosphorescent pool sparkling with various shades of blue and green.

Special Rule: The first person to place a terrain tile must place the Magic Circle tile (this tile is in addition to the normal four terrain tiles that a player has) and it must overlap the center of the map.

Anyone fighting inside the pool gains the usual benefits of a Magic Circle, however there are two additional rules. Any model that ends its turn anywhere on the terrain card that contains the Magic Circle suffers an attack from a long claw that resembles a huge lobster claw. The attack is a +2 melee attack, and it deals 10 points of damage. Also, once per game, a unit that ends its turn in the pool can partake of the magical waters and remove 10 damage.

Prowling Large Monstrous Spiders

Lolth's creatures hunger for blood.

Special Rule: This scenario works just like the prowling marauders scenario in the *Miniatures Handbook* except that you must use two Large Monstrous Spiders instead of an Owl Bear.

Variant: If you don't have the spiders needed for this scenario, use an Umber Hulk instead.

Prowling Umber Hulk

Umber hulks don't really "prowl" so much as terrorize.

Special Rule: This scenario works just like the prowling marauders scenario in the *Miniatures Handbook* except that you must use an umber hulk instead of an owl bear.

Touched by Lolth

Lolth has chosen this area to manifest her dark powers. All of the combatants tingle as they are imbued with the goddess's powers. The characters in return must sacrifice their opponents to the goddess to gain her favor.

Special Rule: All creatures can climb over walls like a spider. Any thin wall is ignored when counting movement (walls still work normally for line of sight). All combatants are also shrouded in darkness. Any model that does not have the Conceal ability gains Conceal 6.

Victory: When a model is killed, leave it on the battlefield where it died. It does not change the type of terrain in its square at all. Any model can perform a ritual sacrifice of a destroyed enemy model by using its whole turn. This gives the points for the kill a second time, effectively giving you double points for enemy models that you destroy and then sacrifice. Models that leave the board cannot be sacrificed. To win, you must score points equal to the cost of your warband.

Special Rules

The following rules can enhance both your Halls of the Spider Queen skirmish campaign as well as your D&D RPG campaign.

Random Magic Items

Instead of rolling on the table in the *Miniatures Handbook* when determining what magic items you find, roll on the chart below.

d20	Magic Item
1-16	Determine the magic item normally using table 5-6 in the *Miniatures Handbook*.
17	*Arachnid whip*
18	*Spidersilk pendant*
19	*Piwafwi of shadows*
20	*Arc of darkness*

The Spider Queen's Treasure

Spread at the whim of the Spider Queen, the caverns of the Underdark house unique and powerful magic items. These items, described below, can be used both in D&D RPG play and D&D Skirmish play.

Arachnid Whip

The length of this whip is covered in poisonous barbs, tipped with a long dagger-like spider fang, and crafted specially for high priestesses of Lolth. In addition to being made for battle, it is enchanted by Lolth's worshipers to ooze a potent venom.

RPG Stats: Due to this whip's deadly construction, it deals 1d6 damage, has a threat range of 19-20, and adds the wielder's strength modifier to the damage dealt. Also, unlike a regular whip, armor and natural armor do not prevent this weapon from dealing damage.

In addition, anyone struck by an *arachnid whip* is injected with poison. The poison has an initial and secondary damage of 1d2 Dexterity (DC 13 Fort save). Finally, the wielder of the whip gains a +4 resistance bonus to saving throws against poison. The arachnid whip otherwise functions just as a *+1 whip*.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *poison;* Price 32,350 gp; Weight 2 lb.

Skirmish Stats: Any humanoid model equipped with this weapon gains Melee Reach 3. In addition to taking normal melee damage, a model hit must make a DC 13 save or lose 1 AC. The wielder also gains Immune Poison.

Arc of Darkness

This finely carved black hand crossbow is endowed with the power of infinite darkness. Originally designed to fight surface elves, it was so effective that it is now commonly used by any drow who can get his hands on one. Each bolt launched from this weapon turns itself into a flickering black shadow that pierces foes, leaving them feeling cold and empty inside.

RPG Stats: Any bolt fired from this *+1 hand crossbow* deals an additional 1d6 points of damage due to negative energy. The weapon ignores any miss chance due to concealment such as that from *displacement* or *blur*. The damage due to negative energy does not heal undead.

Moderate necromancy; CL 11th; Craft Magic Arms and Armor, *slashing darkness*, true sight*; Price 18,400 gp; Weight 2 lb.

Skirmish Stats: Any humanoid model equipped with this weapon gains a new ranged attack. The arc of darkness has a maximum 6-inch range and deals 5+5 negative damage. This ranged attack is made at +6 to attack. Attacks with the *arc of darkness* ignore concealment. If the model already has a ranged attack, then it may use that bonus with this weapon, but it must use the *arc of darkness*

damage and range. If a model has two different ranged attacks, it may use either one interchangeably.

*This spell appears in the *Miniature's Handbook*.

Piwafwi of Shadows

This long dark cloak can be wrapped about its owner. A stationary character can use it to hide, even in plain sight. If examined closely, the cloak seems to fade in and out of your vision. An examiner able to *see invisibility* can notice dark, intricate web patterns covering both sides of the cloak.

RPG Stats: You may hide in plain sight, as the shadowdancer ability, as long as you do not move more than 5 feet per round while hidden. See the *Dungeon Master's Guide*, page 195. In addition, you gain +10 competence bonus to all Hide skill checks.

Moderate illusion; CL 8th; Craft Wondrous Item, *invisibility;* Price 19,000 gp; Weight 1 lb.

Skirmish Stats: A model wearing the piwafwi of shadows never counts as the nearest enemy unless the attacker is within 2 squares.

Rings of the Spider

These magic rings are the focus of the Halls of the Spider Queen campaign, and one is discovered by the victor after each scenario.

RPG Stats: The wearer of a *ring of the spider* can apply poison to a weapon without any chance of accidentally poisoning himself.

In addition, the rings have even greater power in the hands of a drow. Any drow wearing a *ring of the spider* gains a +1 bonus to the DC of any enchantment, evocation, or necromancy spells that he casts.

Moderate transmutation; CL 9th; Forge Ring, *neutralize poison, permanency;* Price 6,000 gp.

Skirmish Stats: A *ring of the spider* can only be assigned to a figure with the humanoid type. A figure equipped with a *ring of the spider* adds a DC 12 poison effect to the first attack that it makes each round.

If you assign the ring to a drow figure, the figure gains an additional +1 to the DC of any spells that it can cast and an additional +1 to the DC of any poison effect that it causes. The bonuses from multiple *rings of the spider* do not stack.

Spidersilk Pendant

This is a small pendant in the shape of a very intricate web. The *spidersilk pendants* are crafted by drow wizards for use by drow priestesses of Lolth so they can call forth webs as they need.

RPG Stats: The *spidersilk* pendant can be used to cast a *web* spell once per day.

Faint conjuration; CL 3rd; Craft Wondrous Item, *web;* Price 2,160 gp.

Skirmish Stats: A *spidersilk pendant* can only be assigned to a figure with the humanoid type. A figure equipped with a *spidersilk pendant* can cast the *web* spell once per skirmish. *Web* adds difficult terrain to a 2-inch radius area permanently. Anyone in the area when the spell is initially cast is entangled (DC 14 save).

New Commander Prestige Classes

These three new prestige classes are for use only in skirmish campaigns and provide alternatives to the standard prestige class presented in the *Miniatures Handbook*. Levels in any of the prestige classes described here stack with levels in the warlord prestige class for determining the advancing commander's command rating.

Scout Warlord Prestige Class

Commanders who take levels in the scout warlord prestige class are not as physically powerful as those who take levels in the standard warlord prestige class, but they can generally inflict more damage if they can maneuver their followers into a flanking position. Each level of the scout warlord prestige class provides the following:

- Level +1
- Sneak attack +5
- Hide (no effect if the warlord already has the Hide ability)
- +5 hp

Battlemage Warlord Prestige Class

Commanders who take levels in the battlemage warlord prestige class have more spell options than those who take levels in the standard warlord prestige class (even with the spellcasting option provided within the standard warlord prestige class), but their physical abilities do not improve at all. Each level of the battlemage commander prestige class provides the following:

- Level +1
- An additional use of a spell your warlord can already cast
- *Resist energy* (fire) 1/skirmish (Resist 10 fire)
- *Cat's grace* 1/skirmish (+2 AC, ranged attack +2)

Driven Leader Warlord Prestige Class

Commanders who take levels in the driven commander warlord prestige class gain very little in personal power when compared to those who take levels in other warlord prestige classes, but they become much better at commanding and affecting their followers.

- Level +1
- Saves +1
- Command Radius Increase: at each level, the range of the driven commander's commander effect increases by one square. For example, a warlord with one level in the driven commander warlord prestige class would grant its commander effect to followers within 7 squares. Count the squares to determine range just as you would for movement.

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The Play's the Thing

RUNNING A NON-ICONIC PARTY, PART 2
ARCANE & DIVINE CASTERS

by Michael Mearls

The DUNGEONS & DRAGONS rules are built with the assumption that a party of adventurers includes four basic components: a fighter, a rogue, a cleric, and a wizard. If your group lacks any of these basic building blocks, or a character that fills a similar role, you might have trouble with encounters that would be a moderate or easy challenge for a balanced party. This article gives Dungeon Masters and players advice on coping with parties that lack an arcane caster, such as a wizard or sorcerer, or a divine one, such as a druid or cleric. The first installment of this two-part series appeared in *DRAGON* #317, and covered rogues and fighters.

ARCANE SPELLCASTERS

Sorcerers and wizards are perhaps the flashiest classes in the game. A fighter might be able to defeat a powerful opponent in a single round, but an arcane caster can blast multiple opponents to cinders with a single spell. With the right feats, they can craft magic items that meet nearly any of the party's needs. Arcane casters also have one of the most diverse bags of tricks in the game. A wizard can use *fly* to evade traps or escape a monster, *knock* to walk through a barred gate, and *rope trick* to hide from a pursuing foe. While most players and DMs might think of the destructive arcane spells as these classes' primary asset, their true value lies in their versatility. A mage with the right spell can overcome almost anything.

Player Advice

If your party lacks a wizard, you need to find a way to compensate for the loss of firepower and vast array of utility spells. A cleric or druid can make up for some of your shortcomings, but both of them have spell lists that are focused on a few themes. Clerics are good at dealing with undead and monsters of a specific alignment, as many of their spells are tailored to injure chaotic, evil, lawful, or good opponents. Druids are at their best in the wilderness. In such wild areas, they can serve just as well, if not better than, an arcane caster. Once you are in a dungeon or city, though, things change for the worse. Druids have combat spells such as *flaming sphere* and *ice storm*, but they receive a much smaller selection than sorcerers and wizards. In addition, a druid might need to devote spell slots to *cure* spells, especially if she is your primary divine caster.

An arcane caster's combat spells are perhaps the best way to deal with damage reduction. If you encounter a devil or lycanthrope, you might not have the weapon needed to pierce its defenses. Since a wizard's spells deal energy damage, they can punch through most damage reduction. The fighters in the group should carry a spare weapon crafted of silver, cold iron, or adamantine. If your DM allows you to purchase magic items or commission them from friendly spellcasters, design your primary weapons to include an exotic material that can overcome damage reduction. While this solution doesn't allow you to overcome every creature's defenses, it does give you a better chance to cope with them. *Align weapon* becomes an important cleric spell, since it represents the only chance you have to overcome damage reduction based on alignment. The party's cleric should prepare that spell often or make sure he has scrolls of it on hand.

Wondrous items can fill some gaps. Items that offer multiple useful abilities, such as *cloak of the bat*, can duplicate a wizard's spells. *Slippers of spider climbing*, a *carpet of flying*, and *gems of seeing* all allow you to cast the equivalent of an arcane spell multiple times per day. Focus on utility items rather than combat ones, since the fighters, rogues, and clerics in your group can still use their melee attacks to dish out punishment. If you need a replacement for *fireball*, a *necklace of fireballs* offers a cheap alternative. This item's biggest drawback is that it eventually runs out of spheres. On the other hand, any character can use it. While you are usually better off buying wondrous items that do not run out of power over time, the necklace is a good emergency tool or backup measure.

Without an arcane caster, your group might have more problems coping with enemy spellcasters, devils,

and other threats that rely on magical abilities. Creatures that can fly or that use magic to move around the battlefield also present greater challenges. Stock up on ranged weapons to counter their ranged abilities, especially composite bows.

Most mages load up on defensive spells before a fight. Their good Armor Classes, concealment, and other defenses might foil your melee and ranged attacks. The party's divine caster should prepare *dispel magic* or carry it on a scroll, allowing you to strip away a foe's spells that improve his abilities, such as *bull's strength* and *haste*. If the party's rogue scouts ahead of the group, you can surprise opponents so they don't have time to cast their defensive spells or you can trick them into wasting their spells, then hold off your attack until their duration expires.

DM's Advice

The biggest challenge you face when DMing a group without an arcane caster lies in finding opponents that present the proper challenge to the PCs. Select big creatures with powerful attacks and plenty of hit points rather than magical abilities. With the party short on spells, the PCs lack the ability to counter magical effects that can hinder party members. Monsters with magical abilities also tend to keep away from their opponents, using their ability to fly or move via *teleport* or *dimension door* to avoid melee. A party that relies on fighters and barbarians in place of an arcane caster might have undue difficulty with them. Giants, ogres, dragons, and similar big, strong foes present the best match up. They rely on physical attacks rather than magical abilities and are a good match for parties that deal most of their damage through melee and ranged attacks, rather than magic.

> Arcane spellcasters have one of the most diverse bags of tricks in the game.

Incorporeal creatures and those with an array of magical defenses also present problems, since the party's physical attacks have difficulty affecting them. As a rule of thumb, try to avoid creatures with an innate ability that offers a flat percentage chance that a melee or ranged attack misses it. These creatures are vulnerable to area-of-effect spells, precisely the area where the party is weakest.

Since wizards are the best class in terms of creating magic items, you should take care to design treasures that present useful tools that the party can use. If you use a random method or assign treasure based solely on the monsters' needs, the characters might only rarely end up with weapons, armor, and miscellaneous items they can use. You can solve this problem by allowing them to buy and sell items, giving them the chance to stock up on useful gear. Clerics and druids can take item creation feats, but they typically lack the spells needed to make many of the most useful weapons, armor, and other items.

Enemy spellcasters present a more difficult challenge than normal to the PCs. Unless the characters can catch a wizard in melee, he can blast them with *magic missile* and other spells with impunity. When creating encounters that involve such opponents, give the PCs a chance to close with their opponent with good planning or decisive action. An arcane caster NPC shouldn't be stupid, but chances are he cannot create a perfect hiding spot that allows him to avoid any exposure to danger. Spells such as *protection from arrows, fly,* and *invisibility* can shield him for a time from a low-level party's attacks. The PCs might have to spend time climbing a rope or fighting through a horde of underlings in order to engage the main villain, but don't simply use his spells to make him invulnerable.

DIVINE SPELLCASTERS

Missing clerics and druids epitomize the concept of a party that lacks a core character class. For many gaming groups, no one wants to play either of these classes. Yet, a party that lacks a divine caster faces tremendous difficulty on any adventure. The characters might be able to survive their first few encounters without difficulty, but as their hit points dwindle and they suffer ability score damage and other ill effects, they become weaker and weaker. After a few fights, they might be unable to take on even the puniest foes.

Player Advice

The divine caster is perhaps the most difficult role to fill with magic items and other plans, since you need to utilize healing and other restorative magic after almost every encounter. Healing becomes a priority for everyone in the group, and any character with a Wisdom bonus needs to place a few ranks in Heal. Preventing a character from dwindling down to -10 hit points allows you to restore a comrade to full fighting ability with a few potions. It also saves you the expense of a *raise dead* spell and it keeps the group strong by maintaining everyone's experience level. Without the cleric's *cure minor wounds* to instantly stabilize a friend, you need to make sure that one or more characters has this skill.

Potions are the easiest way to ensure that you always have healing on hand. Don't stop at the various *cure* spells. Invest in potions of *lesser restoration* to handle ability damage. Unfortunately, these items can drain your coffers rather quickly. If your group has a rogue or bard, he should put as many ranks as possible into Use Magic Device. The DC to activate a wand is only 20, making a *wand of cure moderate wounds* a handy tool for such a character. If you carry a few of them around, you can more easily handle the consequences of rolling a natural 1 on the skill check and losing the use of the item for 24 hours.

Of course, if the monsters can't hit you to begin with, then healing isn't an issue. Focus on magic items and

spells that increase your AC. *Blur* and similar spells give your foes a flat chance to miss you, making 20% of the attacks against a PC automatically fail. Use ranged attacks and your arcane caster's spells to soften up tough opponents before they come within melee range. When they finally attack you, their reduced hit points make it possible to defeat them quicker and reduce the total number of attacks they can make against you. Scouting also helps in this regard. If you know what's coming, you can better prepare to meet it. Spells like *resist energy* cut down the damage you suffer, but you need to know something about your opponents' attacks before you can properly cast it. Good scouting also allows you to prepare surprises for your foes. A fast character, such as a barbarian or a monk, can lure opponents into traps and ambushes. With a surprise round, you can chop down opponents before they have a chance to attack you.

With the Leadership feat, you can gain a cleric as a cohort. While your follower is probably too low a level to make a good combatant, she can stock up on the spells you need to mend any damage you suffer between encounters. Since your cohort doesn't need to shine during an encounter, her lower level doesn't come into play as often. She isn't likely to use her spells to blast enemies, making her reduced ability to defeat SR and her lower save DCs not much of a problem. Unfortunately, a cleric follower is likely too weak to handle the undead you meet with her turning ability, but her *cure* spells still make her a useful resource.

DM Advice

To keep the game moving and to prevent healing potions from draining away the party's money, consider dropping the price the PCs pay for potions or give them access to a friendly temple that casts divine spells on them for free. This situation shouldn't be a simple case of charity, though. Perhaps the characters must maintain a good relationship with the temple, completing quests on its behalf and defending it against its enemies. If the PCs become too dependent on the temple, you can introduce complications to their relationship. The townsfolk might accuse the temple of harboring criminals or interfering in local politics, especially if it represents a new faith or one that is not particularly popular in the area. The PCs' reputation could suffer due to their connection to an evil or unpopular religion. The characters might be forced to choose between actions that help fulfill their personal goals and ones that advance the temple's. If the PCs go against the clerics' wishes, they might find their free healing cut off.

Undead monsters also become tougher than normal. A cleric can defeat these foes with a single turning check, but the other classes find them much more difficult. Undead are immune to sneak attacks, the rogue's primary combat talent, and they can ignore many arcane spells such as *charm monster*. The powerful ones also have damage reduction and SR, helping to foil both arcane spells and a fighter's attacks. You might want to increase an undead monster's CR by 1 to reflect the greater threat it poses to a party without a cleric.

Supplies and fresh water become much more important without a divine caster who can cast *create food and water* or *create water*. During long dungeon and wilderness adventures, be sure to give the party the chance to restock their supplies by hunting or by purchasing items at outposts maintained by friendly creatures.

> Missing clerics and druids epitomize the concept of a party that lacks a core character class.

Finally, clerics and druids have access to many spells that enhance the party's attacks and defenses, such as *cat's grace* and *death ward*. Not only do the characters lose a divine caster's healing abilities, they also lose access to defensive spells that reduce their dependence on them. Consider toning down the number of creatures that impart negative levels or cause ability score damage. Such effects reduce the party's strength and might slow down the game, as the PCs must retreat to town to remove them.

PRESTIGE CLASSES FOR NON-SPELLCASTERS

The following prestige classes give warriors and skill-oriented classes a better chance at facing down magic-wielding foes. Some of these have minor spellcasting or turn undead requirements that can easily be met by a paladin or ranger.

Complete Warrior
Hunter of the Dead
Knight of the Chalice
Occult Slayer

Forgotten Realms Campaign Setting
Divine Seeker
Harper Scout

Miniatures Handbook
Dragon Samurai
Skullclan Hunter

Masters of the Wild
Forsaker

Sword and Fist
Ghostwalker

Sage Advice

MONSTERS AND MAYHEM
OFFICIAL ANSWERS

by Skip Williams

This month, the Sage considers questions about monsters and their abilities. You can email the Sage with your questions at sageadvice@paizo.com.

What happens when a monster that carries a disease attacks another monster of the same kind (or somehow bites or scratches itself)? What happens if the monster attacks a monster of a different kind that carries the same disease? For example, dire rats and wererats both carry filth fever. What happens when one dire rat bites another or bites a wererat?

Although the rules don't specifically say so, creatures that carry a disease are generally immune to that particular disease. Thus, a dire rat cannot infect itself, another dire rat, a wererat, an otyugh, or any other creature that causes filth fever (or vise versa), as they are both already carriers.

How are save DCs for disease attacks calculated? Judging from the *Monster Manual*, disease DCs would seem to be based on Constitution. That can't be correct, can it? The higher the Constitution score, the healthier the monster, right?

When a monster has a disease special attack the save DC for that disease is 10 + 1/2 the creature's Hit Dice + the creature's Constitution modifier.

As a general rule, any special attack that comes from the attacker's body uses Constitution to determine the save DC. In the case of a mundane disease that functions as a special attack, healthier creatures carry a more virulent strain. For example, Table 8-2 in the *Dungeon Master's Guide* lists a DC of 12 for filth fever. Nevertheless, it requires only a DC 11 Fortitude save to avoid contracting filth fever from a dire rat's bite, while an otyugh's bite causes the same disease on a failed DC 14 save.

Special attacks that involve supernatural diseases often use Constitution to determine the save DC as well. In some cases, the creature or the disease might warrant using a different ability score. A mummy's mummy rot, for example, uses Charisma instead of Constitution because undead creatures lack Constitution scores.

When a character is exposed to a disease in some manner other than a monster's special attack, use the save DC listed on Table 8-2. For example, if a character steps on a rusty nail and is exposed to filth fever, the save DC is 12.

Are afflicted lycanthropes supposed to have worse damage reduction than natural lycanthropes, or is the text to that effect in the *Monster Manual* an error? Are afflicted lycanthropes really unable to pass on lycanthropy? Is that an error, too?

Afflicted lycanthropes do indeed have lower damage reduction ratings than natural lycanthropes, as they are meant to be less powerful than their natural counterparts.

Afflicted lycanthropes also cannot pass on the curse of lycanthropy, although natural ones can. This was a calculated decision that prevents one afflicted PC from deliberately infecting the rest of the party. It also puts a sanity cap on the campaign-wide implications of a "werewolf plague."

Can a character use *dispel magic* against a monster's spell-like or supernatural abilities? For example, a party encounters a basilisk, and the wizard casts *dispel magic* on it to suppress its gaze attack. Does the spell suppress the gaze attack for 1d4 rounds as it would a magic item?

Supernatural abilities aren't subject to dispelling at all.

You can't suppress a spell-like ability with *dispel magic*, but you can dispel an ongoing effect from a spell-like ability provided that the spell duplicated is subject to *dispel magic*. For example, a covey of three green hags can use several different spell-like abilities, including *dancing lights*, *animate dead*, and *forcecage*. You could use *dispel magic* to dispel the hags' *dancing lights* effects, but not *animate dead* or *forcecage*.

Borders illustrated by David Wahlstrom

Animate dead has an instantaneous duration, so there's nothing for *dispel magic* to dispel once the effect is in place. *Forcecage* is not subject to dispelling, as noted in its spell description.

What happens when creatures use their natural weapons as secondary attacks along with a manufactured weapon? For example, lizardfolk have two claws that also serve as hands. What happens when they wield a one-handed weapon in one hand and nothing in the other? Do they lose both claw attacks in exchange for their attacks with the weapon?

Wielding a manufactured weapon doesn't prevent a creature from using all its natural weaponry, provided that the creature is using the full attack action and the additional natural weapons are free.

The example lizardfolk can't make a claw attack with the "hand" that holds its weapon, although it does get to attack with the weapon itself. However, if it's using the full attack action, it can use its other claw as a natural secondary attack (-5 to attack rolls, half Strength bonus), and can also bite as a natural secondary attack. In effect, the lizardfolk is using its normal full attack routine with the manufactured weapon attack substituted for one claw attack.

> Wielding a manufactured weapon doesn't prevent a creature from using all its natural weaponry.

What happens when a monster has a high base attack bonus, and it uses a manufactured weapon along with secondary natural weaponry? For instance, suppose a 5th-level lizardfolk fighter wields a battleaxe. What would this creature's attack routine be?

Just add the natural secondary attacks to whatever manufactured attacks the creature can normally make. Assuming that the example character has five fighter levels, she has a base attack bonus of +6 (+1 for being a lizard folk, +5 for fighter levels). Assuming the character doesn't use a shield, she has two natural secondary attacks available—her bite and her free claw. There's a -5 penalty when using a natural secondary weapon. So, when the character uses the full attack action, her attack routine is +6/+1 melee (battleaxe)/+1 melee (bite)/+1 melee (claw).

However, if the example character were using the standard attack action instead, she could make only one attack. This single attack could be a +6 if she used the manufactured weapon or a claw (a lizardfolk's claws are its primary natural weapon), or +1 if the character chooses to bite. You always take the secondary weapon penalty when you use a secondary natural weapon, see the *Monster Manual* glossary.

When a creature has natural weaponry, do all its natural weapons become secondary attacks when it uses a manufactured weapon? If so, what happens to the damage rating for a primary natural weapon that gets demoted to secondary status?

When a creature uses both manufactured and natural weapons together with the full attack action, treat the manufactured weapon as the primary attack (using the creature's normal attack bonus) and treat all the natural weapons as secondary natural attacks (-5 attack penalty, or -2 if the creature has the Multiattack feat).

The basic damage rating for a secondary natural weapon doesn't change, but the creature only gets half its Strength bonus to damage for the secondary attack, even if it would otherwise be a primary natural weapon. The troll entry in the *Monster Manual* provides a good example of this.

What happens when a creature's secondary natural weapon becomes a primary natural weapon? For example, what is the attack and damage bonus if a lizardfolk uses its bite for an attack action or for an attack of opportunity?

A secondary natural weapon is always a secondary natural weapon, even when a creature attacks only with that weapon. A lizardfolk attacking with only a bite has a -5 attack penalty (-2 with the Multiattack feat) and gains only 1/2 its Strength bonus to damage with the bite attack. Secondary weapons are inherently less effective than a creature's primary natural weaponry, mostly due to limits of the creature's fighting skills or physiology. See page 312 in the *Monster Manual* for details.

When a monster uses a special attack option, such as trip or sunder, must it make the attack with its primary natural weapon? Are there any limits on which natural weapons can be used in a trip or sunder attack? When a monster has multiple natural weapons, can it use each of those weapons to make trip or sunder attacks?

A monster with natural weaponry doesn't need to use its primary natural weapon to make sunder or trip attacks. If it uses a secondary weapon, however, the penalty for a secondary weapon applies to the attack (-5, or -2 with the Multiattack feat). In the case of sunder, the secondary weapon penalty applies to the opposed attack roll the creature makes to accomplish the sunder attack. In the case of a trip attack, the secondary weapon penalty applies to the melee touch attack roll the creature makes to start the trip attack.

A creature can make a trip attack with just about any natural weapon, although the DM must exercise some common sense in the matter. Claw and bite attacks are excellent for trip attempts, as are tentacle

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attacks. Since tripping in the D&D game involves grabbing a foe and pulling him down, stings, gores, hooves, and most slam attacks should not work for tripping (although tail slaps work).

A natural weapon must deal bludgeoning or slashing damage to be useful for a sunder attack. Gore and sting attacks deal only piercing damage and thus aren't useful for such attacks (see page 312 in the *Monster Manual* for a list of natural weapons and their damage types), but again, some common sense is in order here. Creatures with pointy fangs, such as monstrous spiders or big snakes, probably deal only piercing damage with their bite attacks and aren't really smart enough to make sunder attacks anyway.

In either case, a monster making a sunder or trip attack follows all the rules a player character uses for the attack in question, including provoking an attack of opportunity.

A monster with several natural weapons can make a sunder or trip attack with each one, provided that it uses the full attack action, and its natural weaponry is useful for the attack in question.

Note that some monsters have special trip or sunder attacks. In such cases, use the rules given in the monster's description, not the general rules discussed here. For example, a wolf can make a free trip attempt when it hits with its bite attack and does not provoke an attack of opportunity when doing so. Likewise, a bebilith's rend armor attack is similar to a sunder attack, but it only works on a foe's armor, and only when the bebilith hits with both claws. Rend armor doesn't provoke an attack of opportunity.

What happens when a creature with multiple natural weapons gets to make an attack of opportunity? Does it have to use its primary natural weapon? What happens if the creature has a pair of primary weapons, such as a bear's two claws.

An attack of opportunity is a single melee attack; no matter how many weapons or natural weapons the creature making the attack has available.

When a creature with natural weaponry makes an attack of opportunity, it can use any natural weapon it has. If it decides to use a secondary weapon, however, it suffers the usual -5 attack penalty for a secondary attack (or -2 if it has the Multiattack feat), and it applies only half it's Strength bonus on damage if the attack hits.

How does poisoning (or any other ability draining effect) work, exactly? Can a character get ability damage through poison several times from one monster in the same encounter? Can there be more than one secondary saving throw for poison?

First, poison causes ability damage, not ability drain. You can heal ability damage on your own (unless you lose the fight and become a monster snack), but you need magical intervention to recover ability score points lost to ability drain.

In either case, there's no limit to the number of times a monster can beat down your ability scores with successful ability damage or ability drain attacks. Resolve each attack

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and apply their consequences separately. It's possible that a monster could have an ability drain or ability damage attack that could not affect the same foe multiple times, but that would be a special case noted in the monster's description. None of the creatures in the *Monster Manual* have such a limitation.

In the case of poisons that deal ability damage, you must make a saving throw against the poison's initial and secondary effects each time a poisonous attack hits you. For example, if a Huge monstrous scorpion stings you five times, you'll have to make five initial saves and five more secondary saves, each one minute after the initial save for that attack. It's quite possible to survive a long fight with a poisonous creature only to succumb to its venom later. Smart players break out the *neutralize poison* spells, healer's kits, antitoxin, or all three after encountering venomous foes.

In the case of poisons that have non-damaging effects, such as paralysis or unconsciousness, the effects don't stack, but each one runs for its full duration, see the next question.

What happens if you fight a carrion crawler or ghoul and get hit with several different paralyzing attacks at once? Do you have to save against each one? If so, is the duration of the paralysis extended for each failed save or do the effects run concurrently? What happens if you later receive a spell such as *remove paralysis*? Will it take more than one spell to remove all the paralysis effects?

As with poison, you have to make a saving throw for each paralyzing attack that hits you. If you fail your save more than once the paralysis effects don't stack. The effects overlap and you stay paralyzed until the effect with the longest duration wears off. Likewise, if you become paralyzed and are later affected by another paralysis effect you remain paralyzed from the time the first effect started until the last effect ends.

Generally, overlapping effects remain in place until all their durations run out or they're all negated somehow. In the case of the various "remove" spells in the *Player's Handbook* (*remove blindness/deafness*, *remove curse*, *remove disease*, *remove fear*, and *remove paralysis*), one spell removes all the overlapping effects that currently affect you, provided that those effects are subject to the spell. For example, if you have four overlapping paralysis effects, one *remove paralysis* spell deals with them all. When such a spell allows you a new saving throw against an effect rather than simply removing it (as *remove paralysis* does when the caster splits it among several recipients) make one saving throw against the overlapping effect with the highest save DC. If that save is successful, the spell removes all the overlapping effects. If the save fails, the spell has no effect.

Chapter 10 in the *Player's Handbook* says a spellcaster must have one hand free to cast a spell with a somatic component, and the caster must have any material components in hand already if he doesn't have a free hand. So, how does a creature like a naga cast spells at all? Nagas don't have hands!

Creatures that have hands indeed need at least one free hand to cast spells with somatic or material components (or both).

> What happens if you get hit with several different paralyzing attacks at once?

Creatures that don't have hands don't need hands to cast spells (see page 315 in the *Monster Manual*). They use body movements to complete somatic components and use material components either by touching them (but not if they're in another creature's possession) or by having them somewhere on their bodies. A naga might carry material components stuck to its scales or even temporarily swallow them.

In a game I run, one of my players tried to use *Mordenkainen's disjunction* on a golem. The spell failed to get through the *antimagic field* provided by the golem's creator, so I didn't have to make a ruling this time. My question is, would it have worked? Is a golem more of a creature, having been listed in the *Monster Manual*, or a magic item, as it's created just like one? On that subject, a golem is immune to magical effects, would this include *Mordenkainen's disjunction*? That is, is a golem a magical effect for purposes of resolving a *Mordenkainen's disjunction* spell?

You can't disjoin a golem because a golem is a creature, not a magic item or magical effect.

Anything that has both a Charisma score and a Wisdom score is a creature, not an object. *Mordenkainen's disjunction* would destroy any magical effect a golem was using, such as a *slow* effect from a stone golem.

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